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FUZZ!



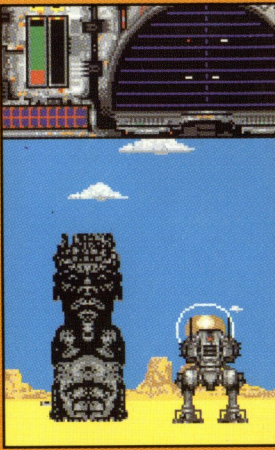
AMIGA ACTION

#028 JANUARY 1992
 UK £3.50 (with 2 disks)

euroPRESS
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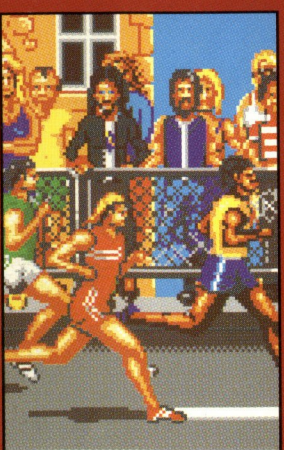


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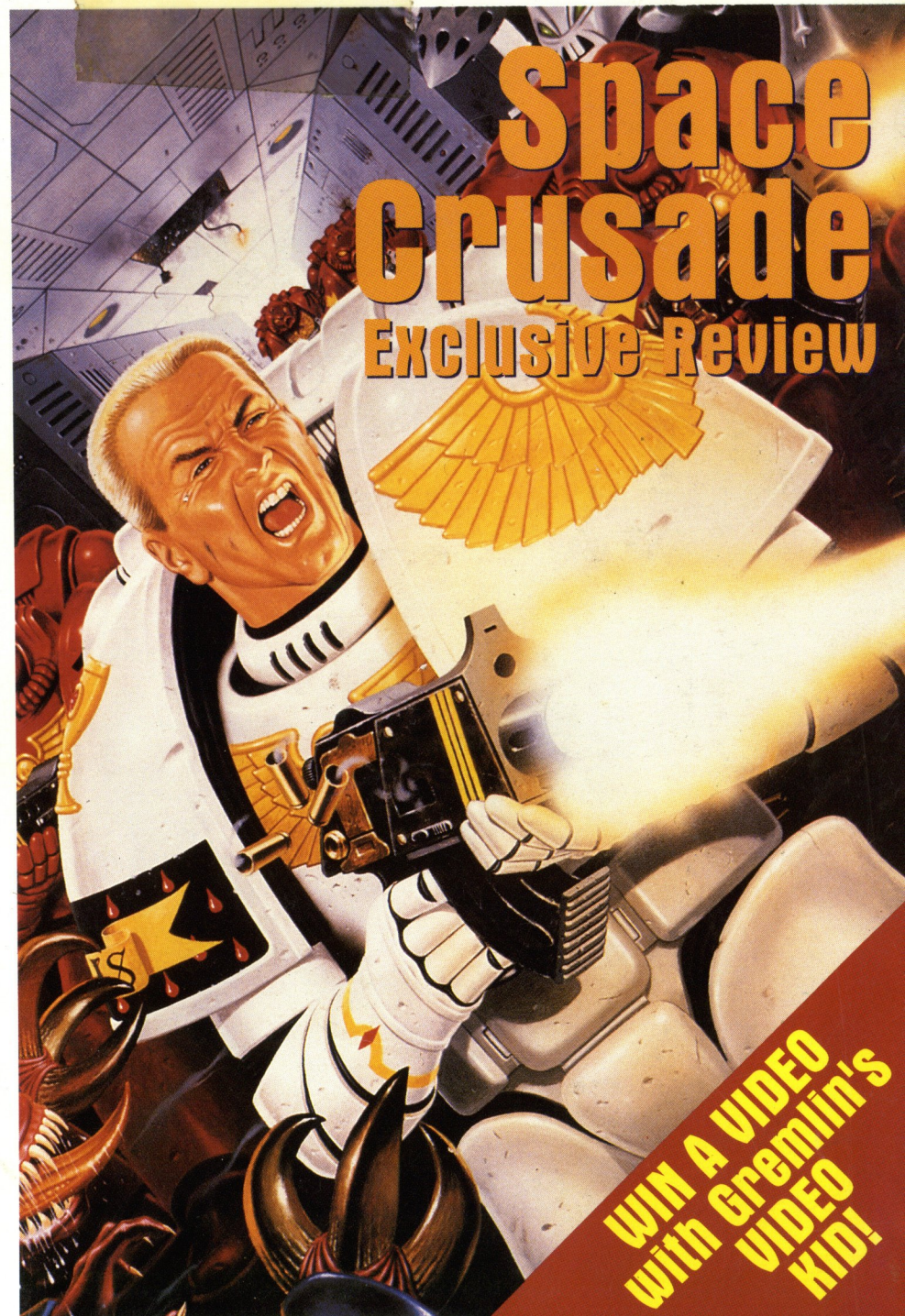


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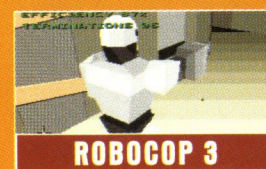
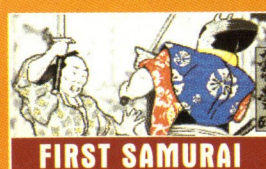
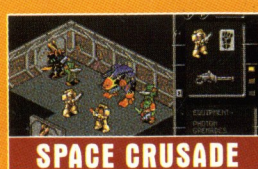
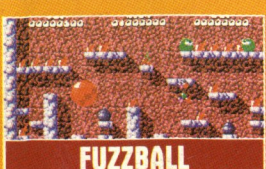
IF YOUR DISK IS MISSING ASK YOUR NEWSAGENT FOR ONE NOW!



Space Crusade

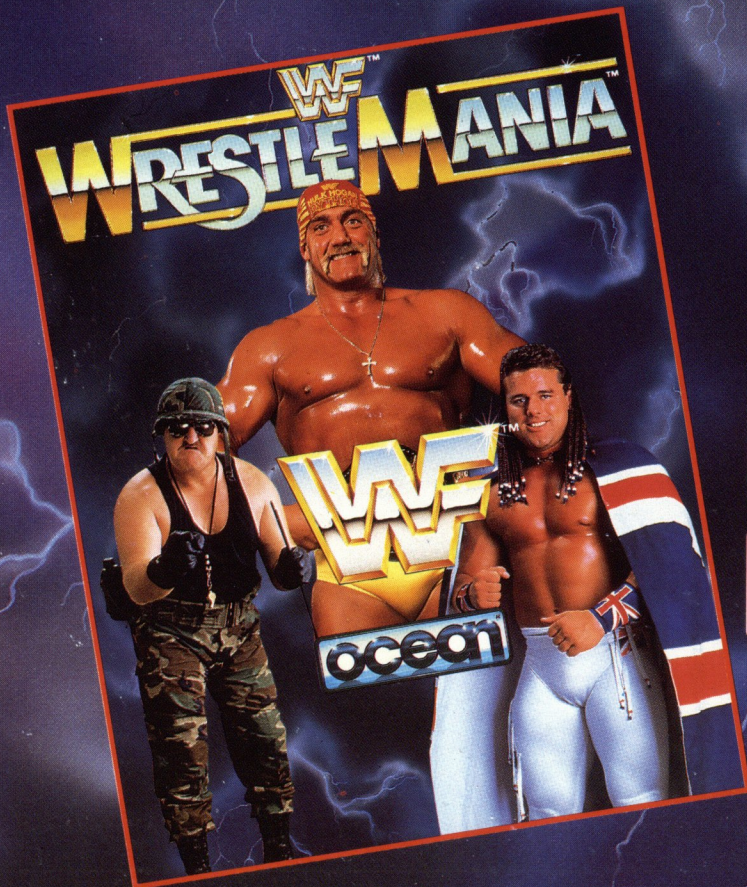
Exclusive Review

**WIN A VIDEO
 with Gremlin's
 VIDEO
 KID!**



MAD! BA & IN YOUR FACE

WF WRESTLEMANIA



» Slaughter «

Sil Slaughter

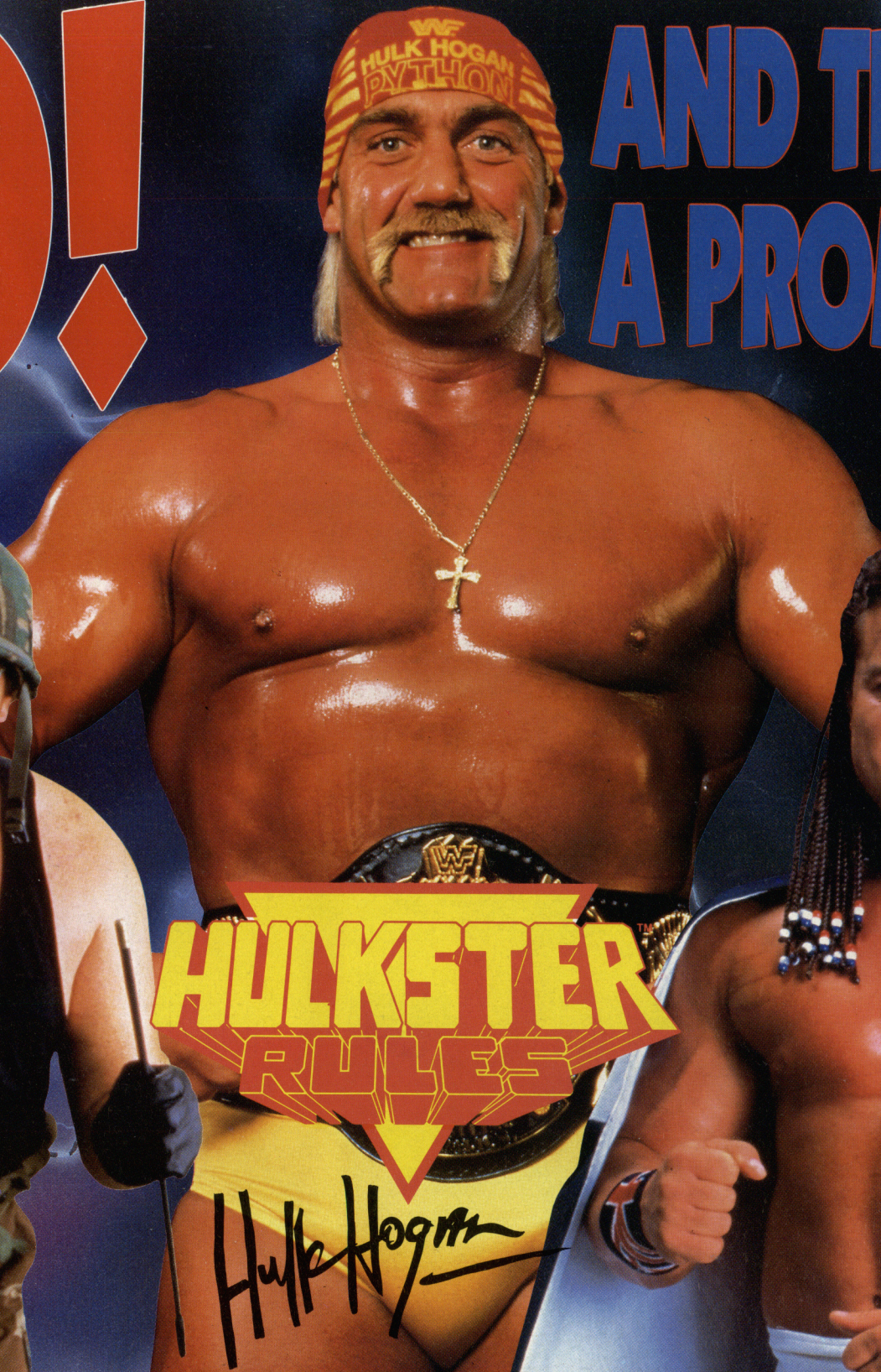
ENTER THE RING FROM YOUR HOME

ocean

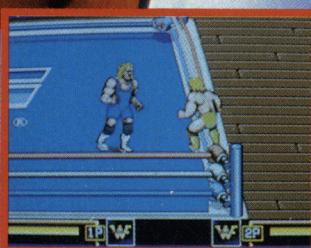
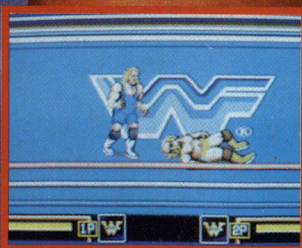
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D!

AND THAT'S A PROMISE!

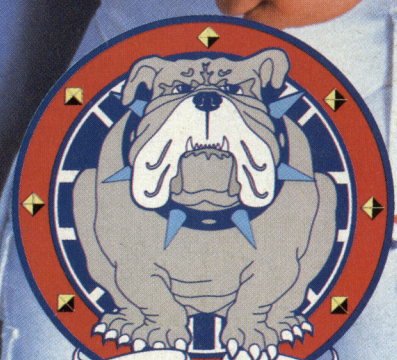


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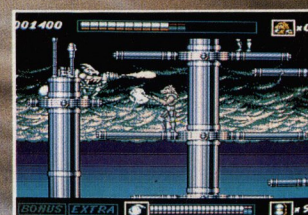
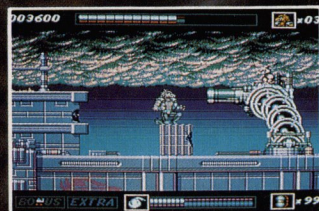
The British Bulldog



BRITISH BULLDOG

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Wolf Child – An arcade adventure featuring super smooth 360° multi parallax scrolling. Played through five levels and featuring over three hundred screens, you must reactivate the secret research programme **PROJECT WOLFCHILD** to annihilate the evil forces of the **CHIMERA** organisation.

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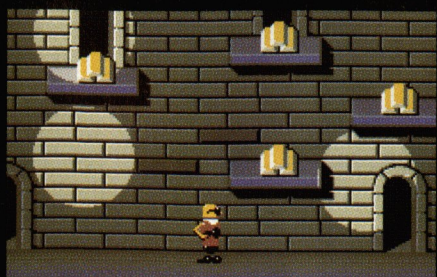
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EXTRA

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Bonanza Bros: Exclusive!

Action Packed!



News6

Up to the moment news on what's happening on the Amiga scene. We preview soon-to-be-released games and give you the low down on their development.



Super Leagues14

We've compiled the most informative and comprehensive set of games charts that you could ever hope to see. If there's a game that you're thinking of checking out then look no further.



Action Cover Disk17

Another month, another issue, and what a bunch of superb cover disks we've got for you this time round. We start off with the rather illegal Daylight Robbery which should keep you puzzled for a fair while. Then it's straight on to the sporting challenge for this month, International Sports Challenge. Also on disk one we've managed to grab hold of Psygnosis' state of the art Agony. And then all on its own is Loricel's Thunder Burner that is flying in on disk 2.



Boggit's Domain.....25

If adventures are your love and you're having a few problems with your favourite game then your best bet is to ask the Boggit. You can guarantee that he'll have all the answers.



In Progress Special36

Always with our ear to the ground, Amiga Action brings you even more overwhelmingly revealing previews. Read about the Sales Curve big coin-op licence, Big Run. Double Dragon III is also under scrutiny, while Indy Heat looks to be a scorcher. There is an exclusive interview about System 3's Turbo-Charge, and, to top all that, we interview Graham Ing, the man behind Utopia III!



Giving The Game Away66

This month we've painstakingly linked an entire colony from Gremlin's utterly sensational Utopia. There's also the second part of our incredible Rodland solution and even more tips on Titus' increasingly popular Blues Brothers, not to mention the usual abundance of small tips!



Win A Video Compo.....80

Yet another corking competition this time from those lovely people at Gremlin in conjunction with their spiffing game, Video Kid. With a really easy peasy spot the difference to complete you could win a lovely juvly video player all to yourself. Gremlin also have copies of the game Video Kid on offer to the runners-up.



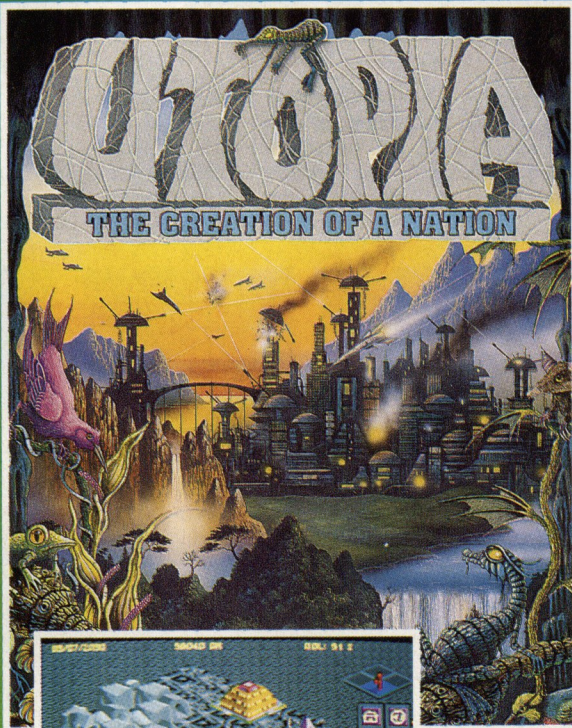
Pete's Betterbuys106

Another new feature. After receiving stacks of letters from the adoring public, Pete has finally given in to the demand and come up with the definitive guide to the latest budget titles.



Talkback.....116

This is the page that you write! So if you've got anything interesting to say about the mag or anything concerning Amiga gaming – good, bad or ugly – drop us a line. We are sorry that we can't return any of your letters but we do give a prize for the best ones we show, namely the game of your choice!



GAMES-X
GAME OF THE WEEK



Ace Rated
920



90%

UTOPIA

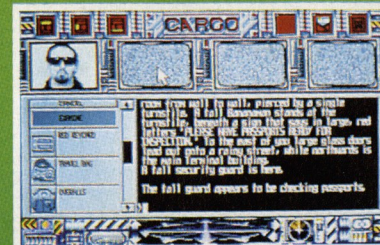
Can you create the perfect society? Now's your chance to find out. Leading a colonising party to a barren planet you aim to create the perfect society, where everyone has a quality of life rating of 100%. Do you spend money on weapons or social research? Build hospitals or tank factories? The myriad of decisions to be made are yours, and the fact that there are over ten different alien races all bursting for the opportunity to wipe out the colony should speed up the decision making process. An icon driven game with the main playing area presented in isometric 3-D, Utopia breaks new ground in computer entertainment.

Available on ST/STE & Amiga (PC 1992)

SUSPICIOUS CARGO

When you need something transported in space, and you don't want inquisitive customs folk asking questions, or tiresome legal documentation, then 'Lady Luck' is the ship, and Jonah Hayes is your man... This time though he's bitten off more than he can chew - his cargo is alive (genetically speaking), dangerous and sought after by a rival company who'll stop at nothing to cripple his dodgy tramp freighter and take over the job!

An interactive adventure game set in the grand cyberpunk tradition with stunning action sequences, excellent animated location graphics, and a warped sense of humour thrown in for good measure.



Available on
ST/STE & Amiga



SUSPICIOUS CARGO

Starring **JONAH HAYES**



PEGASUS

Satan has travelled the five planes of existence and shattered the magical crystals which hold the souls of the incarnations of each plane. Satan now has ultimate rule over the planes and entire mortal world. You are Percius, and with your winged companion Pegasus your mission is to collect all the fragments of the crystals and revive the incarnations.

Available on CBM Amiga & Atari ST/STE



TURBO CHALLENGE 2



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93%

GAMES-X
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96%



91%



Magnetic Fields
Software Design

LOTUS TURBO CHALLENGE 2

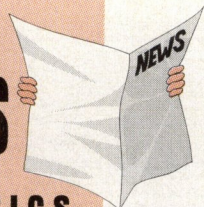
Lotus Esprit Turbo Challenge was widely acclaimed as the best driving game of 1990.

The best just got better with the release of Lotus Turbo Challenge 2.

- Synchronised play for up to four drivers with computer link
- One player full screen imagery
- Hair raising new hazards - rain, lightening, fog, snow, commuter traffic, tunnels, bridges and level crossing.
- A chance to race across the USA
- A choice of the sleek Turbo Esprit or the new stylish Elan Softop.
- 8 Death defying stages with over 60 Check Points

Available on ST/STE & Amiga

SIDE LINERS



BACK TO BASICS

Triple R Education have released something for the younger members of your family. According to their press release Picture Book is, "A fabulous and friendly welcome to computers. It is the ideal first software package for any child taking them from touching their first key to see what happens right through to elementary spelling and counting."

The package has been designed by a team of programmers, teachers and graphics designers with more awards and qualifications than you can shake a stick at. I had great fun playing this and was very pleased when I managed to complete the game, although I did have to use a cheat to get past the counting section.



Me being a writer and everything I had no trouble with this section. Anybody can tell that the next letter is going to be an R (Whoops, sorry your Majesty).

MISSING HERO FOUND

Many moons ago, Little Beau appeared on our cover disk and got a pretty good review as well as being awarded an Amiga Action recommended but after that it disappeared from the face of the Earth. We received several telephone calls from readers who couldn't get hold of the game so we decided to find out just what had happened to this cutesy little platform game.

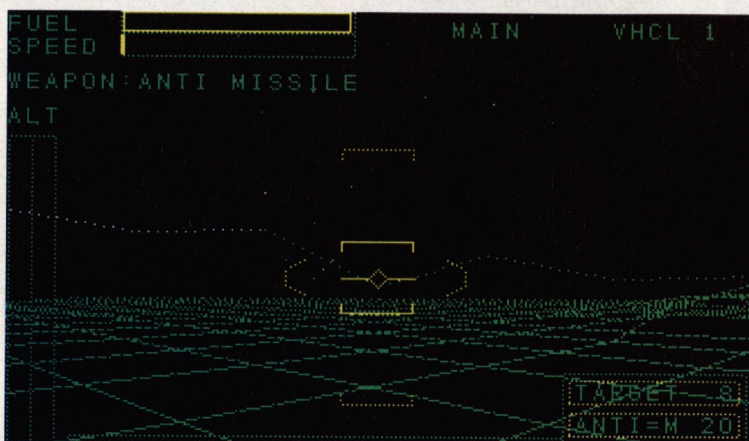
Eventually we discovered that due to one thing and another Digital Magic, who were the original publishers, were no more. But the good news is that Millennium have rescued poor Beau and he will now be appearing on your Amiga just before Christmas.



Several months ago Little Beau was ready to storm across the computer scene but he suddenly disappeared. Now the mystery has been solved.



PSYGNOSIS: STRATEGY REVISITED



Psygnosis have opted to use wire vectors on Air Support. They claim that it makes the game far more atmospheric as well as making the scrolling and update far smoother and quicker.

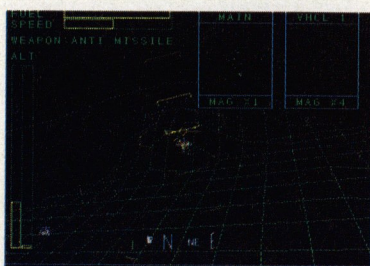


(Above) The strategic map allows you to plan your attacks on enemy bases and calculate such things as angles of attack, approach paths and velocity vectors. It's all a bit above me.

(Top right) You pilot the attack craft via a high speed simulation system that allows you to attack enemy bases without putting human life at risk as well as removing the weak human element from the war machines.

(Bottom right) There are over 12 different attack craft featured in Air Support and each has its own role to perform. Using the correct vehicle to complete a task will make your job much easier.

(Below) Air Support boasts many features but as we all know the most important part of any game is the playability. Psygnosis want to keep the action fast and furious but detailed enough to make you think before you act. We shall see.



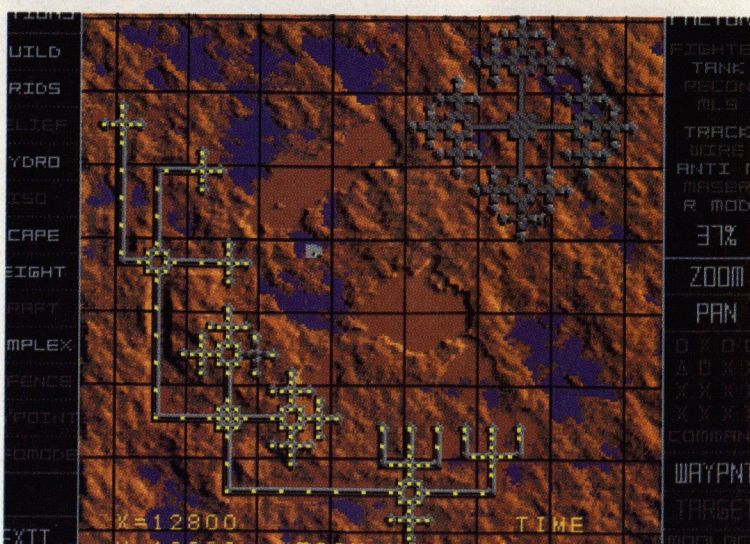
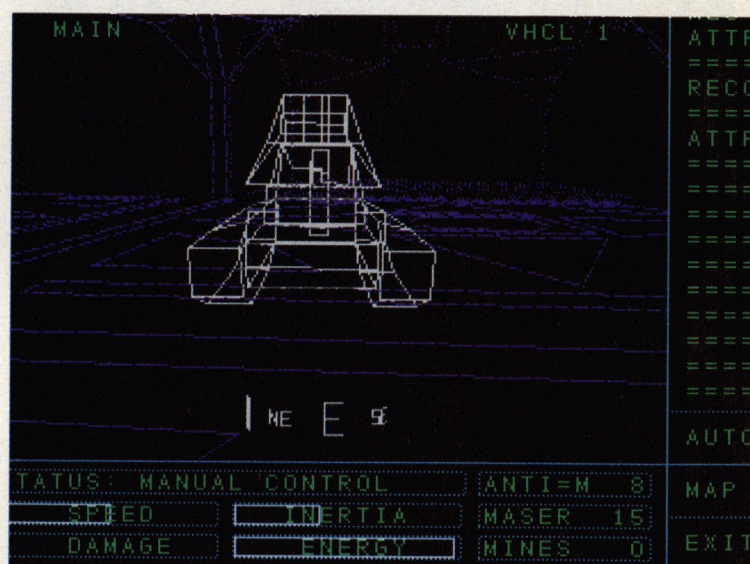
Psygnosis' last strategy game was Armour Geddon and it was rather good to say the least. Right now, those mega software bods from Liverpool are currently working on their next strategy game, called Air Support, and it looks as if it is going to be far better than anything that we have seen before.

It is set in the future where military technology has advanced so much that the human element is the weakest part of any war machine. Rather than controlling vehicles from a cockpit, the pilots are now all cyber-linked to a computer and they operate them via high speed simulations.

You begin the game at the lowest rank and must work your way up the ladder until you either reach Field Commander or are thrown from the force with hundreds of demerits.

As you get more competent the standard of the missions you must complete increases in difficulty, starting with simple vehicle familiarisation to a full scale war.

Air Support is programmed by Auric Binnie and features over 12 different types of attack craft, intense war time strategy, excellent presentation and stunning vector graphics. There'll be more news as we receive it.



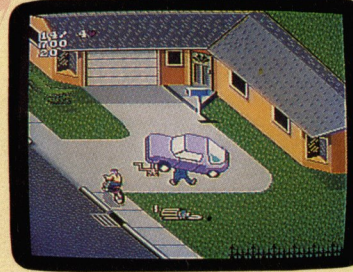
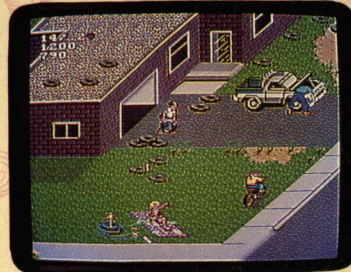
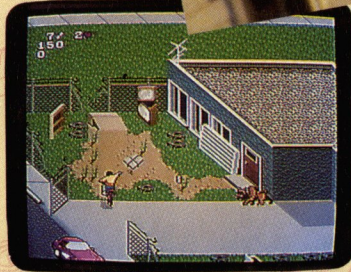
Look out - he's back!

PAPERBOY 2

No window is safe. No fence is too high. The paperboy is determined to deliver the paper to his subscribers any way he can.

Tossing papers left and right, riding in three directions, jumping anything, this free-wheeling carrier visits more neighbourhoods and houses, faces more targets and obstacles, in more vivid colours than ever before.

Plus, rad stunt riding and BMX tracks in bonus rounds. Choose to ride as either Paperboy or Papergirl too!



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MINDSCAPE

For your local dealer, contact **Mindscape International Ltd**, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761

Would you like to spend all day playing the latest arcade games, many of which aren't on general release yet, without it costing a single penny? With a lot of the best games costing a quid or more for just a few minutes' play anybody in their right mind would jump at such an opportunity.

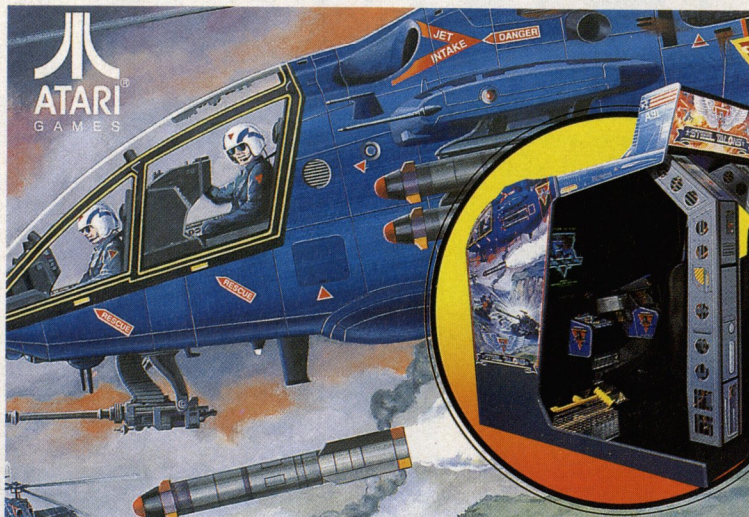
When we heard about Associated Leisure's Preview '92, a show where all the newest machines can be played for free, everybody jumped on a train and headed for a secret location in Hammersmith to look at the flashing lights and superb graphics. After battling our way past hundreds of juke boxes and similar boring stuff this is what we found in arcade heaven...



ARCADE EXTRAVAGANZA

STEEL TALONS

Steel Talons is a helicopter combat simulator for one or two players. If you are playing with a friend you can either work together or hunt each other down. Sitting in the dual cabinet with each player wiggling their authentic controls while missiles and cannon rounds fly all over the screen is an exhilarating experience. The 3D routines are outstanding, being extremely smooth and fast. The vehicles and objects used in the game are highly detailed and are made from more polygons than you can shake a stick at! Definitely one of the best machines at the show.



TIME TRAVELER

This is something completely different. Time Traveler is the world first three-dimensional, holographic video game! Using digitised footage of actors and a stereo soundtrack to convey the action the machine literally draws you into the action. The playability is a bit lacking but it is worth paying to see the stunning holographic effects alone. Time Traveler is already out in some of the better arcades, so grab your wallet and have a go.

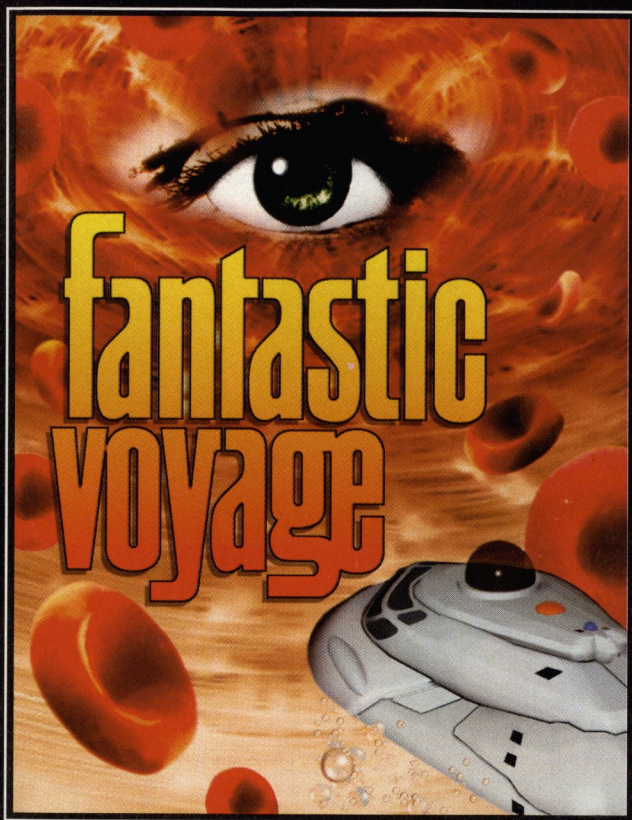


TERMINATOR 2: JUDGMENT DAY

Developed in tandem with the movie's production company, Terminator 2 is a total video game experience that features actual film footage and speech from the one and only Arnold Schwarzenegger, even the gun controls have been modelled after the battle rifles used in the film.

The gameplay is along the lines of the classic Operation Wolf but the sophisticated graphics and sound are what sets it above all of the other games in the same style. The action races along at break neck speed and never lets up.

**A Fantastic and Spectacular Voyage...
Through the Human Body...
Into the Brain.**

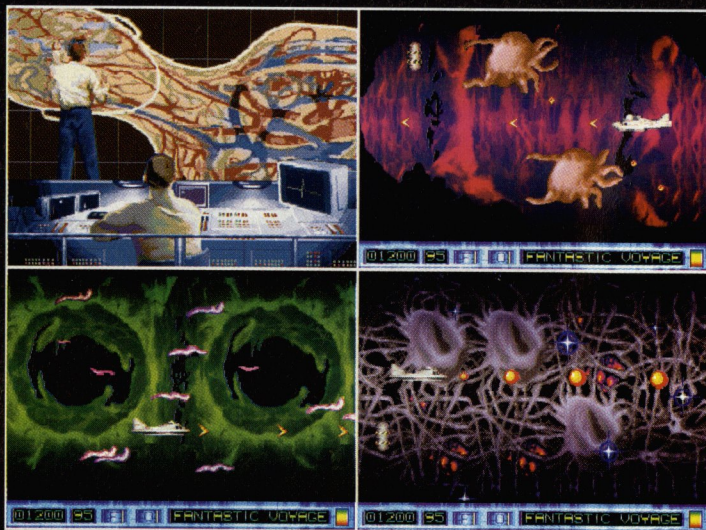


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You alone command the experimental submarine Proteus which has been miniaturized and injected into the body of a dying scientist. In order to save his life, you must skillfully navigate your way through a maze of blood vessels to his brain, fighting white blood cells, antibodies and other dangerous hazards every step of the way. The body's powerful immune system challenges you, the foreign invader, the unwelcome intruder who must be destroyed.

Experience awesome music and sound effects, arcade-like 8-way scrolling, multiple skill levels and incredibly detailed animations. Developed to take full advantage of the Amiga, the game features unique "organic" graphics unlike anything you've ever seen



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STARBLADE

Experience an adrenalin rush as you pilot a Starblade fighter in an attack against a Red Eye battle cruiser that is threatening the safety of the Earth. The machine features real time 3-DCG (what ever that is!), an active seat that gives your botty a real pounding and an Infinite Distance Projection System. The feeling of size and scale is truly amazing and helps to make this some of the best 3D I have ever seen.

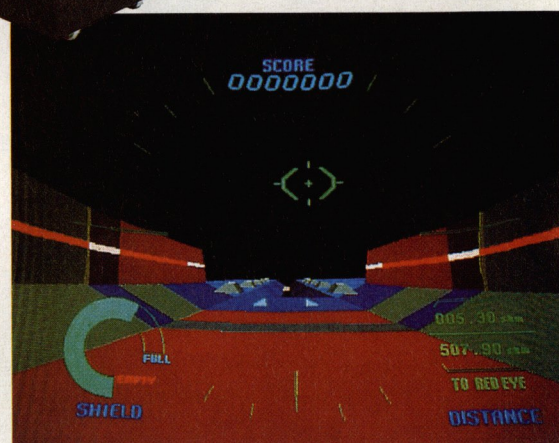
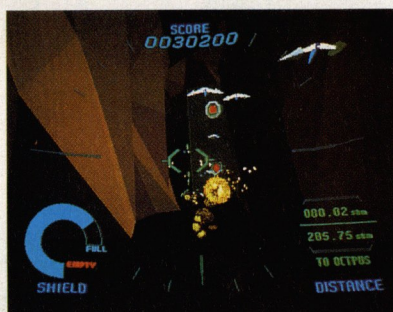
The gameplay is along the lines of the Star Wars games but is far more sophisticated. This was definitely the best game of the show and I would recommend it to everybody.



FINAL LAP 2

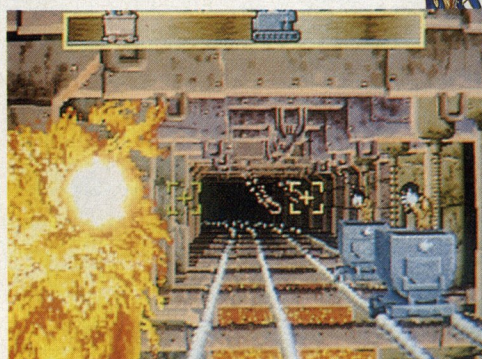
This game takes the multi-player link up to an extreme. Up to eight players can compete simultaneously for the number one spot on the winner's rostrum. Each player has his own first person perspective of the circuit as you race around in a Formula 1 Grand Prix race car. What makes this game is the excitement of racing against so many real drivers, but beware of any punch-ups if you ram somebody off the track!

FINAL LAP 2



RAIL CHASE

Deep in the Andes, the Hearn drug syndicate is controlling the inhabitants as if they were slaves. You have managed to free many of the hostages and are fleeing from the bad guys' hideout cave in a rail car. Tear around the track, up and down hills and around sharp curves (with the hydraulic seat throwing you all over the place) while trying to blast the enemy with your machine gun. This is another Operation Wolf clone (well it's closer to Op. Thunderbolt actually) but relies on vastly improved graphics to knock the socks off of any competition. Overall it isn't quite as good as Terminator 2, which has similar gameplay, but the magical bench (!) seat makes it more of a novelty.



ACTION PACK



Action SIXTEEN

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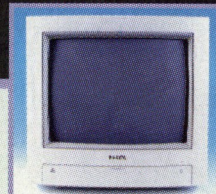


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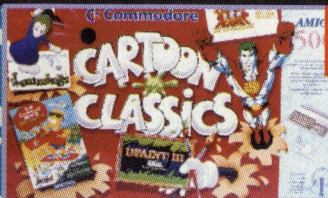


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A - These games have been awarded an **Accolade** for outstanding impact within their allocated league.

R - These games have been **Recommended** as they are definitely a good buy, but not quite Accolade standard.

ADVENTURE



The Adventure League contains all those games that are played by inputting text commands.

- 1 Cruise for a Corpse **A**
- 2 Secret of Monkey Island **A**
- 3 Indiana Jones, Last Crusade **A**
- 4 Space Quest series **A**
- 5 Leisure Suit Larry series **A**
- 6 King's Quest series **A**
- 7 Maniac Mansion **A**
- 8 Elvira - Mistress of the Dark **A**
- 9 Trial by Fire **A**
- 10 Operation Stealth **A**
- 11 Zak McKracken **A**
- 12 Maddog Williams **A**
- 13 Zork Trilogy **A**
- 14 Suspicious Cargo **R**
- 15 Wonderland **R**
- 16 Demoniak **R**
- 17 Hitchhikers Guide to the Galaxy **R**
- 18 Maupiti Island **R**
- 19 Planetfall **R**
- 20 Guild of Thieves **R**
- 21 Stationfall **R**
- 22 Codename: Iceman **R**
- 23 Conquests of Camelot **R**
- 24 Lurking Horror **R**
- 25 Future Wars **R**
- 26 Ultima series **R**
- 27 Police Quest series **R**
- 28 Loom **R**
- 29 Manhunter series **R**
- 30 Deja-Vu 1 & 2 **R**
- 31 Shogun **R**
- 32 Spellbreaker **R**
- 33 Wishbringer **R**
- 34 Chronoquest series **R**
- 35 Enchanter **R**
- 36 Sorcerer **R**
- 37 Beyond Zork **R**
- 38 Zork Zero **R**
- 39 Suspect **R**
- 40 Beurocracy **R**
- 41 Deadline **R**
- 42 Time **R**
- 43 Infidel **R**
- 44 Corruption **R**
- 45 Fish **R**
- 46 Jinxter **R**
- 47 The Pawn **R**
- 48 Suspended **R**
- 49 Leather Goddesses of Phobos **R**
- 50 Times of Lore **R**

ARCADE ADVENTURE



This league contains games that, although adventures, are very graphical and do not rely on text input.

- 1 Dungeon Master **A**
- 2 Chaos Strikes Back **A**
- 3 Captive **A**
- 4 Heimdall **A**
- 5 Space Crusade **A**
- 6 Hunter **A**
- 7 Eye of the Beholder **A**
- 8 Robocop 3 **A**
- 9 Corporation & Mission Disk **A**
- 10 Cybercon III **A**
- 11 Cadaver **A**
- 12 Elf **A**
- 13 Hero Quest & Data Disk **A**
- 14 Xenomorph **A**
- 15 Barbarian II **A**
- 16 Rocket Ranger **A**
- 17 It Came... & Ant Head **A**
- 18 Mean Streets **A**
- 19 Horror Zombies from the **A**
- 20 Crypt **A**
- 21 Unreal **A**
- 22 Kult **A**
- 23 Shadow of the Beast II **A**
- 24 Prince of Persia **A**
- 25 Obitus **A**
- 26 Crystals of Arborea **A**
- 27 Voodoo Nightmare **A**
- 28 Gold of the Aztecs **A**
- 29 Zombi **A**
- 30 Ninja Remix **A**
- 31 Colorado **A**
- 32 Bloodwych & Data Disks **A**
- 33 Escape from Colditz **R**
- 34 Head Over Heels **R**
- 35 The Immortal **R**
- 36 B.A.T. **R**
- 37 The Simpsons **R**
- 38 Death Trap **R**
- 39 Treasure Trap **R**
- 40 Shadow of the Beast **R**
- 41 Infestation **R**
- 42 Resolution 101 **R**
- 43 Neuromancer **R**
- 44 Ran Xerox **R**
- 45 Batman - Caped Crusader **R**
- 46 Wierd Dreams **R**
- 47 Sir Fred **R**
- 48 Heroes of the Lance **R**
- 49 Stormlord **R**
- 50 Thunderbirds **R**

ARCADE STRATEGY



The Arcade Strategy League is made up of games that contain action elements as well as strategy.

- 1 Elite **A**
- 2 Armour-Geddon **A**
- 3 Flames of Freedom **A**
- 4 Starglider 2 **A**
- 5 The Killing Cloud **A**
- 6 Interphase **A**
- 7 Dragon's Breath **A**
- 8 Midwinter **A**
- 9 Iron Lord **A**
- 10 Pirates **A**
- 11 Millenium 2.2 **A**
- 12 Damocles & Mission Disk **A**
- 13 North and South **A**
- 14 Covert Action **A**
- 15 Lords of the Rising Sun **A**
- 16 Robin Hood **R**
- 17 Narco Police **R**
- 18 Star Control **R**
- 19 Moonfall **R**
- 20 Star Trek (P.D. Version) **R**
- 21 Time Machine **R**
- 22 Magic Fly **R**
- 23 Strike Fleet **R**
- 24 Starflight **R**
- 25 Space Rogue **R**

STRATEGY



Games that require a great deal of tactical planning are all contained within the Strategy League.

- 1 Powermonger **A**
- 2 Utopia **A**
- 3 Mega lo Mania **A**
- 4 Genghis Khan **A**
- 5 SimCity & Terrain Editor **A**
- 6 Supremacy **A**
- 7 Celtic Legends **A**
- 8 Bandit Kings of Ancient China **A**
- 9 Battle Isle **A**
- 10 Populous & Promised Lands **A**
- 11 Railroad Tycoon **A**
- 12 Centurion - Defender of Rome **A**
- 13 Breach 2 **A**
- 14 Harpoon **A**
- 15 Murder **A**
- 16 Laser Squad **A**
- 17 Breach **A**
- 18 Paladin **A**
- 19 Deuteros **A**
- 20 Warlords **A**
- 21 Gettysburg **A**
- 22 Armada **A**
- 23 Borodino **A**
- 24 Monopoly **A**
- 25 Risk **A**

PLATFORM



The Platform League encompasses all games that require you to leap from platform to platform.

- 1 Gods **A**
- 2 Magic Pockets **A**
- 3 Nebulus II **A**
- 4 Switchblade 2 **A**
- 5 Rainbow Islands **A**
- 6 Fuzzball **A**
- 7 Mega Twins **A**
- 8 Robocod **A**
- 9 Leander **A**
- 10 James Pond **A**
- 11 Rick Dangerous 1 & 2 **A**
- 12 Rodland **A**
- 13 Switchblade **A**
- 14 Toki **A**
- 15 Blues Brothers **A**
- 16 Baby Jo **A**
- 17 Chuck Rock **A**
- 18 Brat **A**
- 19 P.P. Hamme **A**
- 20 Flood **A**
- 21 New Zealand Story **A**
- 22 Rolling Ronny **A**
- 23 Viking Child **A**
- 24 Night Shift **A**
- 25 Ghouls'n'Ghosts **A**

PUZZLE & QUIZ



If it's a brain teaser that you're after then take a browse through the Puzzle & Quiz League.

- 1 Lemmings **A**
- 2 Pipemania **A**
- 3 Klax **A**
- 4 Chips Challenge **A**
- 5 Tetris **A**
- 6 Blockout **A**
- 7 Plotting **A**
- 8 Welltris **A**
- 9 Ishido **A**
- 10 Puzznic **A**
- 11 Nevermind **A**
- 12 E-Motion **A**
- 13 Trivial Pursuit **R**
- 14 Atomino **R**
- 15 Supaplex **R**
- 16 Logical **R**
- 17 Gem'X **R**
- 18 Brain Blasters **R**
- 19 Atomix **R**
- 20 Revelations **R**
- 21 Pick'n'Pile **R**
- 22 Quadrel **R**
- 23 Loopz **R**
- 24 7 Colours **R**
- 25 Spindizzy Worlds **R**

Super League

If there's a game currently on the market that you're thinking of checking out, why not consult our unique Super League scoring system, renowned throughout the whole industry, before parting with your hard earned brass? Each month we compare the latest releases against classic games from the past.

BEAT 'EM-UP



Contains all those games that require you to kick hell out of your enemy and generally be violent.

- 1 First Samurai A
- 2 Last Ninja III A
- 3 IK+ A
- 4 Final Fight A
- 5 Torvak the Warrior A
- 6 Budokan A
- 7 Panza Kick Boxing A
- 8 Oriental Games A
- 9 After the War A
- 10 Shadow Warriors R
- 11 Vigilante R
- 12 Ninja Warriors R
- 13 Wrath of the Demon R
- 14 Metal Mutant R
- 15 Golden Axe R
- 16 Sword of the Sodan R
- 17 Chambers of Shaolin R
- 18 Metal Masters R
- 19 Black Tiger R
- 20 Skull and Crossbones R
- 21 Darkman R
- 22 Dynasty Wars R
- 23 Pitfighter R
- 24 Full Contact R
- 25 TMTHT R

SHOOT 'EM-UP



A shoot 'em-up consists of plenty of enemy and bucketfuls of blasting everything in sight.

- 1 Xenon 2 - Megablast A
- 2 Blood Money A
- 3 The Godfather A
- 4 Amnios A
- 5 Swiv A
- 6 Wolfchild A
- 7 Killing Game Show A
- 8 Z-Out A
- 9 Turrigan 2 A
- 10 Turrigan A
- 11 Silkworm A
- 12 X-Out A
- 13 Bonanza Bros A
- 14 Warzone A
- 15 Atomic Robo-Kid A
- 16 Simulcra A
- 17 Alien Breed A
- 18 Strider II A
- 19 Stellar 7 A
- 20 Battle Squadron A
- 21 R-Type A
- 22 Venus A
- 23 Midnight Resistance A
- 24 R-Type II A
- 25 Ork A

- 26 The Executioner A
- 27 Pegasus A
- 28 Under Pressure R
- 29 Operation Thunderbolt R
- 30 Armalyte R
- 31 Mercs R
- 32 Line of Fire R
- 33 Operation Wolf R
- 34 Shadow Dancer R
- 35 Super Space Invaders R
- 36 Gauntlet 3 R
- 37 Terminator 2 R
- 38 Super Skweek R
- 39 Battlestorm R
- 40 Robocop 2 R
- 41 Baal R
- 42 Alien Storm R
- 43 Warlock the Avenger R
- 44 Xenon R
- 45 Anarchy R
- 46 StarRay R
- 47 Predator II R
- 48 Ghost Battle R
- 49 Frenetic R
- 50 Escape From Robot Monsters R

FLIGHT SIMULATORS



Any game that simulates aerial combat, whether it be in a helicopter, fighter plane or bomber.

- 1 Flight of the Intruder A
- 2 Falcon & Mission disks 1 & 2 A
- 3 Thunderhawk A
- 4 F-19 Stealth Fighter A
- 5 Battle of Britain & Data disk A
- 6 Fighter Bomber A
- 7 Battlehawks 1942 A
- 8 F-16 Combat Pilot A
- 9 Gunship A
- 10 Pro Flight A
- 11 Interceptor R
- 12 Flight Simulator 2 R
- 13 MiG-29M Super Fulcrum R
- 14 F-29 Retaliator R
- 15 F-15 Strike Eagle II R
- 16 A-10 Tank Killer R
- 17 MiG - 29 Fulcrum R
- 18 Tower Fra R
- 19 Wings R
- 20 Skychase R

RACING



If it's haring around a race track at over 100mph that turns you on then look no further than here.

- 1 Lotus Turbo Challenge II A
- 2 Formula One Grand Prix A
- 3 Supercars 2 A
- 4 Stunt Car Racer A
- 5 Toyota Rally A
- 6 Nitro A
- 7 Outrun Europa A
- 8 Lotus Esprit Turbo Challenge A
- 9 Team Suzuki A
- 10 Super Cars A
- 11 Indianapolis 500 A
- 12 Super Monaco GP A
- 13 Combo Racer A
- 14 Test Drive 2 A
- 15 Lombard RAC Rally A
- 16 Super Hang-On A
- 17 Hard Drivin' II R
- 18 Jupiter's Masterdrive R
- 19 Off Road Racer R
- 20 RVF Honda R
- 21 Grand Prix Circuit R
- 22 Turbo Outrun R
- 23 Hard Drivin' R
- 24 Badlands R
- 25 The Cycles R

ROLE PLAYING



RPGs are defined as games that allow you to design the attributes of the character under your control.

- 1 Might and Magic II A
- 2 Secret of the Silver Blades A
- 3 Death Knights of Krynne A
- 4 Champions of Krynne A
- 5 Bard's Tale III A
- 6 Bard's Tale II A
- 7 Starlight II A
- 8 Star Flight A
- 9 Hard Nova R
- 10 Lord of the Rings R

SPORTS SIMULATORS



Whether it be football, tennis, snooker, golf, basketball or any other sport, this is the league for you.

- 1 Kick Off 2 + data disks A
- 2 Jimmy White's Snooker A
- 3 Speedball 2 A
- 4 Pro Tennis Tour 2 A
- 5 Speedball A
- 6 TV Sports Football A
- 7 PGA Tour Golf A
- 8 Microprose Golf A
- 9 Tennis Cup A
- 10 Games: Summer Edition A
- 11 Manchester United - Europe A
- 12 World Class Leaderboard A
- 13 Player Manager A
- 14 Master Blazer A
- 15 R.B.I. Two Baseball A
- 16 California Games A
- 17 Microprose Soccer A
- 18 Fiendish Freddy's Top of Fun A
- 19 International Soccer Challenge A
- 20 TV Sports Basketball R
- 21 Pro Tennis Tour R
- 22 Jahangir Khan Squash R
- 23 Disc R
- 24 Grand Monster Slam R
- 25 Zany Golf R
- 26 World Games R
- 27 Projectyle R
- 28 Purple Saturn Day R
- 29 Stormball R
- 30 Italy 1990 R
- 31 Face Off Ice Hockey R
- 32 Billiards II R
- 33 I Play 3D Soccer R
- 34 World Championship Soccer R
- 35 Steve Davis Snooker R
- 36 Football Manager 2 R
- 37 Jack Nicklaus Golf R
- 38 Footballer of the Year 2 R
- 39 3D Tennis R
- 40 Wild Wheels R

BAT 'N' BALL



If rebounding a projectile off a bat excites you then the Bat 'n' Ball League is the place to look.

- 1 Arkanoid 2 - Revenge of Doh A
- 2 Light Corridor A
- 3 Shufflepuck Cafe A
- 4 Arkanoid A
- 5 Krypton Egg R
- 6 Lords of War R
- 7 Botics R
- 8 Titan R
- 9 Ballistix R
- 10 Impact R

LAND & SEA SIMULATORS



Any simulation of a ground vehicle or sea vessel is contained in the Land & Sea Simulators League.

- 1 M1 Tank Platoon A
- 2 Silent Service II A
- 3 Team Yankee A
- 4 Silent Service A
- 5 Sherman M4 A
- 6 Operation Spruance R
- 7 Conqueror R
- 8 Advanced Destroyer Simulator R
- 9 Red Storm Rising R
- 10 688 Attack Sub R

A320

A·I·R·B·U·S

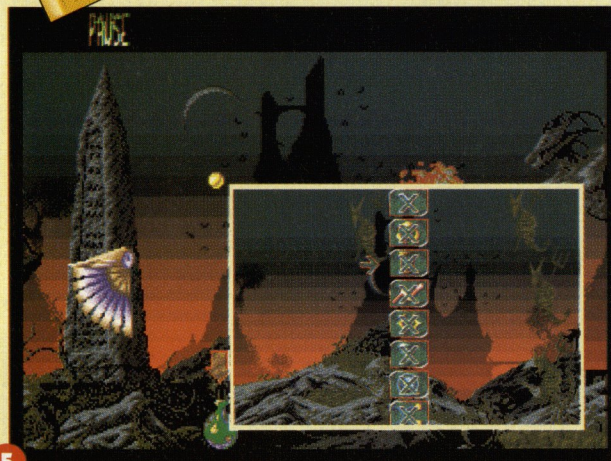
...is on final approach.

Do we get some good demos for you or what? But it's all thanks to those people at Psygnosis - especially Nik Wilde, who I've heard is the meanest dancer this side of the Mersey.



6

Do you remember that tasty game by UbiSoft, Unreal? Well, Agony is programmed by the same people so you can expect to see some astonishing graphics in this one. The demo gives you a taste of what the real thing is going to be like. The finished product will unleash six action-packed levels for you to fight your way through.



5

...AND THE ECSTASY!

Grand Master Acanthropsis was approaching pensionable age and the power of his magic was beginning to wane. It was time for him to choose someone to pass his power onto before he departed from this plane. The obvious choice was one of his two loyal apprentices, Alestes and Mentor, but which one he could not decide!

Finally, Acanthropsis devised a test for the two young mages, the victor receiving the chance to learn the secrets of Acanthropsis' magical power. The test was taken and Alestes was triumphant much to the displeasure of Mentor. Unfortunately, for all his teaching Mentor was still a very bad loser, and vowed to stop Alestes with all the means that he had at his disposal.



4

DISK 21 & 22



Psygnosis have always been known for their outstanding graphics and amazing sound. So it doesn't really come as any surprise when you hear that they have called in the boys who were responsible for Unreal. But why take our word for it, here's a demo of Agony, and undoubtedly you'll be itching to get your hands on the original by the time you've finished it.

AGONY — PSYGNOSIS
INT. SPORTS CHALLENGE — EMPIRE
DAYLIGHT ROBBERY — ELECTRONIC ZOO
THUNDERBURNER — LORICIEL

1

DISK 21

Loading Instructions

▶ A G O N Y ◀

Before you do anything make sure that your machine has been switched off for at least thirty seconds and that the disk is on write protect. Once that's done you can proceed with the loading instructions. In this case you simply need to put the disk into the drive and then hold down the **CTRL** and **D** keys, this will interrupt the other demos from loading. Type in **HIGHLANDS** and the demo will load automatically. The demo will crash at the end so once you've lost all your lives you will have to reboot.



Always write protect your disk and turn your Amiga off for 30 seconds after playing the demo. This will reduce the chances of virus infection.

2

OH, THE AGONY...

Within Agony you control Alestes in the form of an owl akin to the famous Psygnosis symbol. Flying through the various terrains of the world he must vanquish the horde of creatures that have been summoned by Mentor in order to try and prevent the airborne Alestes from learning the secrets of his Master's power.

Fortunately, Alestes already has a small knowledge about magic and with this he will be able to activate various weapons and potions



that he will discover along the way. However, even with these weapons his quest is still going to be difficult to negotiate in the presence of the countless monsters of Mentor.

3



**EXODUS 3010: An action packed space adventure game
that will take your computer to its limits.**

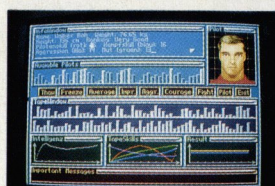
Demonware Takes You Beyond The Final Frontier.

EXODUS 3010

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How will you handle alien lifeforms? Some may be superior in technology and intelligence - all will be different. Shoot first or try and negotiate? The on-board communication system will give you full control whatever your decisions.

With 50 highly trained and cryogenically frozen pilots under your command you will have some help. Each pilot's personality can be specifically tailored to give him or her a unique behavioural pattern. Who reacts best under pressure, who has the intelligence to solve problems themselves, who can handle sophisticated equipment? With more than 1 billion variations, it may take some time to find out!



Control up to 10 scoutships and other space craft. You can either plan your tactics and use the strategy display or take the controls of any ship and get stuck into the action. With fast and smooth 3-D vector graphics, you'll believe you really are there!

While you're busy fighting, don't forget to look after the rest of the systems on your ship! You'll need to find new materials to replenish your stocks, and with a bit of help from the laboratories you might even manage to produce a new photon drive, laser or computer. You'll certainly need to master the art of manufacture if you want to build new ships and equipment.

If this all sounds a bit too complicated, don't worry, the easy to use point n' click system lets you get straight in, and you can always leave the difficult bits up to the computer! But to ultimately succeed you will need a courage, skill, stamina and smart thinking.

EXODUS 3010 is available for your AMIGA priced at £29.99. Available from all good software sellers or direct below:

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AMIGA VERSION
Please send me EXODUS 3010 at £29.99 (incl. P&P)

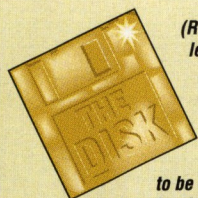
Expiry Date _____ Card No. _____



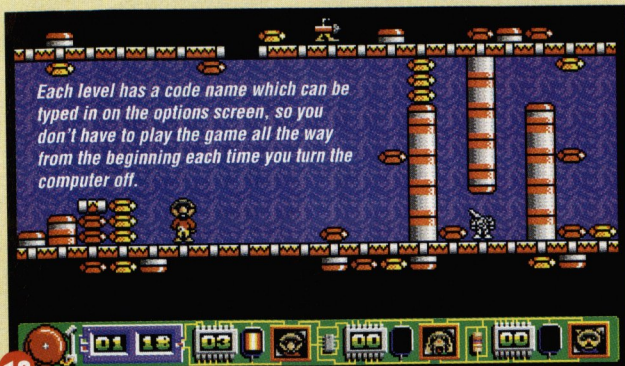
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Please debit my credit card account

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Signature _____ Post Code _____



(Right) The first level is quite easy and just gives you the idea of what you're meant to be doing. After that, the challenge does tend to get increasingly harder.



Each level has a code name which can be typed in on the options screen, so you don't have to play the game all the way from the beginning each time you turn the computer off.

18

FOLD

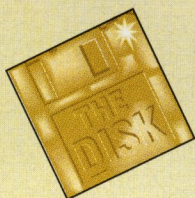
DISK 21

AMIGA ACTION

It seems in this life that the more money you have, the more money you need. And for this reason a lot of people turn to a life of crime for the answer to their problems. But breaking the law is a risky thing and not many people get away with it — unfortunately that doesn't stop them from trying. If you don't manage to coin in the cash in Daylight Robbery, you'll end up behind bars for a pretty long stretch.

DAYLIGHT ROBBERY

13



DANCING ON THE CEILING

The characters in Daylight Robbery aren't like normal, every day thieves. Each of the three blaggers has the ability to walk on the ceiling when you press the fire button. This is particularly handy for dodging monsters, and in some levels it will be necessary if you are going to collect all the jewels and progress to the next stage. Apart from this, they only need to walk left and right so the controls are actually pretty straight forward.

Helpful objects can be found on some levels. The item on this screen will immobilise the monsters for a few seconds, making things a little easier.



17

FOLD

DISK 21

Loading Instructions

DAYLIGHT ROBBERY

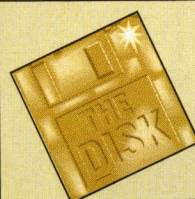
Before you do anything make sure that your machine has been switched off for at least thirty seconds and that the disk is on write protect. Once that's done you can proceed with the loading instructions.

In this case you simply need to put the disk into the drive and get ready for some fun as the demo will load and run automatically. There you have it!



Always write protect your disk and turn your Amiga off for 30 seconds after playing the demo. This will reduce the chances of virus infection.

14



GET RICH QUICK

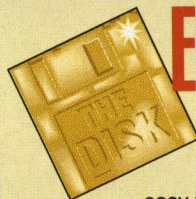
In Daylight Robbery you play one of three criminals who has just broken out of jail and is now intent on stealing as much money as possible. Working your way through numerous levels, you can tot up your dosh by stealing various coloured jewels that lie strewn about the screen before a burglar alarm goes off alerting the Police to your presence.

Unfortunately, these jewels are protected by a selection of weird monsters. Contact with these creatures can lead to all sorts of things, none of which are pleasant. And just to make things that little bit harder you have to collect the jewels in order of colour. If you do happen to get caught you can escape by using your money to bribe people. Run out of money and it's the end of the road for you.



16

FOLD



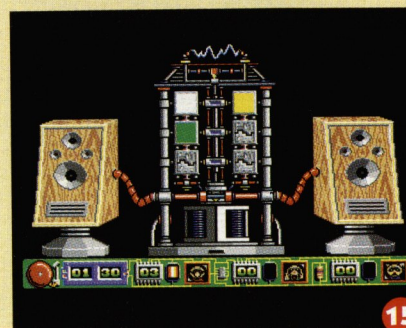
EVERYONE'S DREAM

Everybody in this world wants something, and most of the time it seems to be money! Unfortunately, huge amounts of cash aren't that easy to come across, so you have to work very hard to earn it — by which time you're usually too old to enjoy it.

However, there are easier ways to become rich even if they aren't exactly honest. There's lots of naughty people in prison who have tried to get rich quick, but failed.

But there's also a fair few that have succeeded in parting some wealthy person from their dosh who now live in massive villas with money protruding from most of their orifices.

This rather strange looking contraption shows you how many levels you will have to complete. There are six levels on the demo.



15

EJECT

SEARCH

RECORD

SLO-MO

RUN VTR

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VIDEO KID

PICTURE

Screenshots from various formats

REWIND

FREEZE

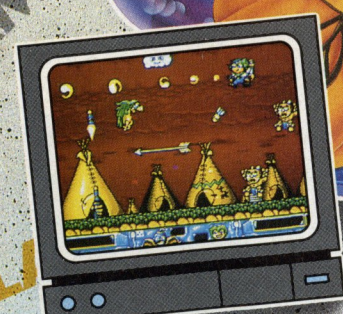
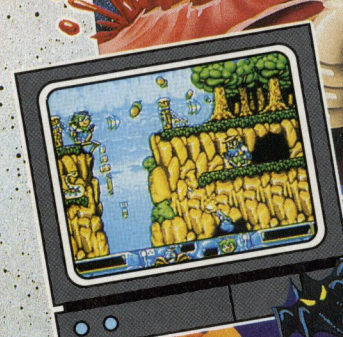
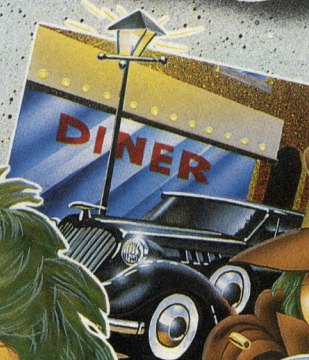
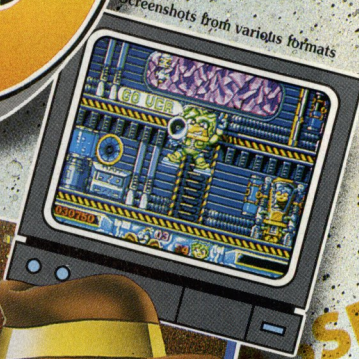
STOP

VHS

CRACKIN

NAME

PLAY



Available on:
Atari ST/STE & Amiga.

Another blockbuster video bursts onto your screen and you're thinking to yourself, what can that guy do that I can't? The room spins, you feel invincible and CRASH!...



...You're battling with an evil wizard in a far off medieval world, you have but one mission to travel through 5 time spheres and 20 battle planes out of your video!....

Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield S1 4FS. Tel: (0742) 753423.



12

FOLD

DISK 21

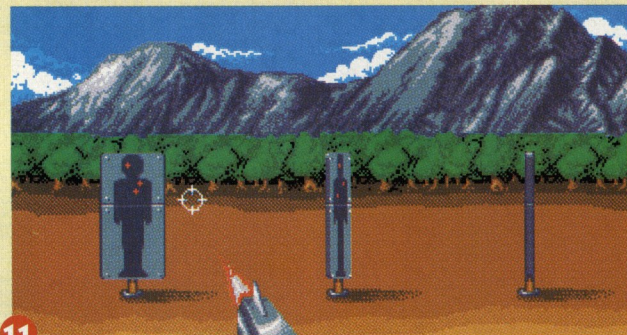
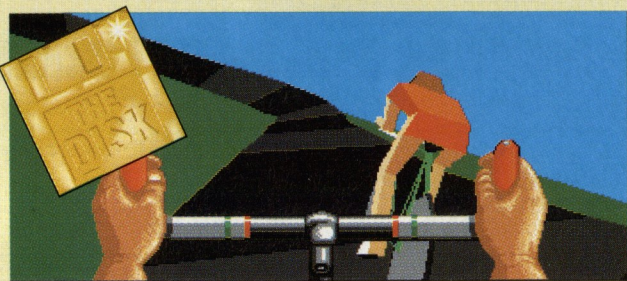
AMIGA ACTION

There have been a number of sports games over the last few months of the Summer Games genre, but none of them have succeeded in becoming a worthy sequel. They either lacked in presentation, the gameplay had been totally lost, or sometimes both!

But now Empire have decided to fill the gap in the market for a good sports simulation. The game will feature six events, with several variations of each.

INT. SPORTS CHALLENGE

7



11

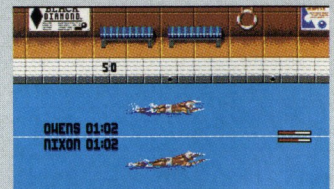
FOLD

DISK 21

Loading Instructions

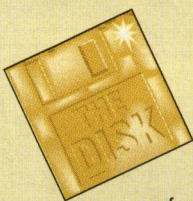
INT. SPORTS CHALLENGE

Unfortunately, this demo can only be run on an Amiga with one meg of memory. Before you do anything make sure that your machine has been switched off for at least thirty seconds and that the disk is on write protect. Then insert the disk into the drive and hold down the **CTRL** and **D** keys to stop the other demos from loading. Next, type **DEMO** to play the game or **Slideshow** to see what else you can expect from Empire.



Always write protect your disk and turn your Amiga off for 30 seconds after playing the demo. This will reduce the chances of virus infection.

8



DIVE, DIVE, DIVE!

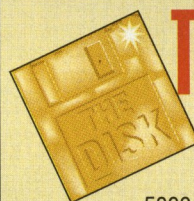
To start the dive press fire; the power of the dive shown is set by hitting the fire button again when the power ring is at its largest. To perform the dive correctly move the joystick left and right to follow the path of the inner ball – you do not have to keep up with the ball, just follow the path it takes.

When you have completed the competition dive the score board will show you how well you have performed the early elements of the dive, your entry into the water and of course the overall score. That's all there is to it, but getting it all right is pretty hard and it'll take you a long time to get it perfect, if ever!



10

FOLD

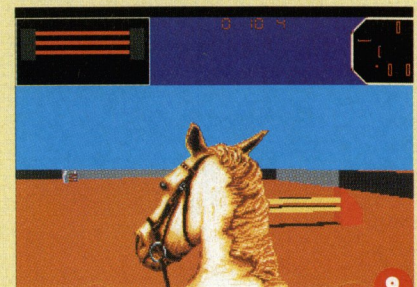


THIS SPORTING LIFE

The programmers have really gone to town and have incorporated some neat ideas. The marathon is always a boring event, especially the 5000 metres, so to solve this problem you can start the race and then play the other events while the race continues, coming back to it every now and then to see how your man is faring.

The show jumping will be breathtaking as well with vector graphics being used to really give you the feel of being there traversing the tricky jumps.

But back to the present issue. Empire have provided us with a one level demo for you lucky people to savor. The event featured is the diving and will see you whizzing through the air and into the water with perfect grace (you wish!).



9

Disciples OF STEEL

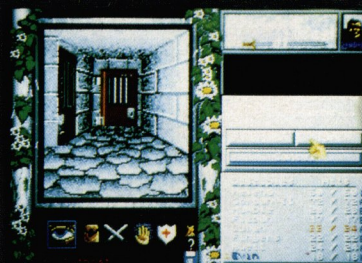
Enter the land of Lanathor, a land fraught with danger and peril. Evil forces, vile and malignant, threaten to overcome the people of Lanathor, forcing them into a new dark age, an age of dread and despair. The old heroes are gone, slain by the very evil that once again threatens the land. The Lords of Lanathor seek new heroes to defeat the hordes of evil.

Can you prove that you are the heroes that they seek? Will you be able to save Lanathor in time? The Evil horde gathers...

VICTORY or DEATH!

Disciples of Steel is a Fantasy Role-Playing Epic with full 3D dungeon exploration and detailed 'Birds' Eye' tactical combat. As members of the DOS guild, you can control up to 8 characters, within 9 classes and 8 races. Use them to explore a richly filled world, in an attempt to unite the people of Lanathor in their struggle against the forces of evil that threaten to overcome them.

Contact your local Dealer or Call MegaSoft Direct in the US -- 0101 713 338 2231
Atari ST - Amiga - IBM





(Above) You are kitted out with some pretty mean weapons to use against enemy forces, but take care as they are limited.

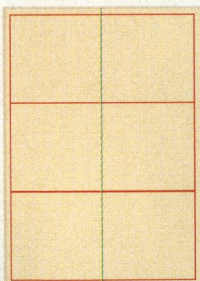
The special orbs usually supply you with extra weapons, so don't miss any when they do pop up.

24

ADVANCED BOOKLET CREATION!

You will now have noticed a slight difference in the disk pages. They are in fact a cutout booklet that will fit perfectly in your disk boxes and prove an invaluable reference to your coverdisks.

STAGE 1



STAGE 2



STAGE 3



STAGE 1: First off you will need to cut the page at the cut lines indicated by the scissors.

STAGE 2: Next, fold each segment indicated by the fold lines. Make sure you fold the pieces inward so that the pictures on the right side are visible and the pictures on the left are behind.

STAGE 3: Slot each segment into place making sure that the page numbers follow in sequence. Repeat for all disk pages and then staple them all together.

If you are not keen on cutting up your issue of Amiga Action you can always photo copy the disk pages and make your booklet that way. We'd like to hear your views on our disk booklets so send your thoughts into Talk Back.

23

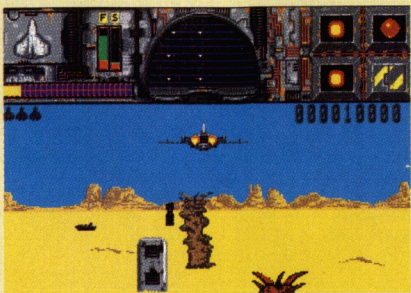
CRASH AND BURN

Although most of the controls are activated via the joystick, a couple of the weapons that you'll collect can only be fired by the space bar.

As for controlling TB himself, well that's pretty simple.

Pushing forward on the joystick will make the ground version of TB run forwards; left and right will move him in the respective directions. If you stand still TB will crouch down enabling you to shoot any of the shorter enemies.

Now here's the good bit! Pulling back on the joystick will turn TB into a plane enabling you to venture up into the skies, but make sure you've got enough energy or you'll soon find yourself dropping at an alarming rate towards the ground. That's about it really.



22

DISK 22

AMIGA ACTION

Loricel have been quite generous lately. Last month we had the amazing Baby Jo demo that was enjoyed by loads of you, and now this month we have Thunder Burner their latest mega release. This time the gameplay has moved onto the ever popular shoot'em-up category and you can be assured of some pretty action packed fun. So get hold of your joystick and prepare to bombard the fire button.

THUNDER BURNER

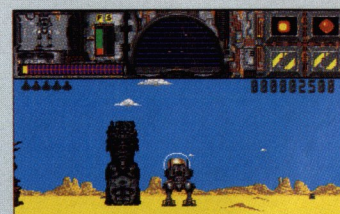
19

DISK 22

Loading Instructions

THUNDER BURNER

Before you do anything make sure that your machine has been switched off for at least thirty seconds and that the disk is on write protect. Once that's done you can proceed with the loading instructions. Take the disk firmly between the thumb and forefinger of your right hand (very important this!) and place the disk in the drive. After a short wait the game will appear on your screen ready to play.



Always write protect your disk and turn your Amiga off for 30 seconds after playing the demo. This will reduce the chances of virus infection.

20

MISSION IMPOSSIBLE

The Thunder Burner project had only just come to a close when a mission briefing emerged from the fax machine in the lab. But although the machine had been assembled the scientists that had worked on TB still wanted it to be tested. Sending it out on a mission while it still had faults could be fatal, but the men at the top wouldn't listen!

Numerous terrains will have to be crossed and countless enemies battled before TB eventually reaches the enemies base. And on top of that special guardians will have to be disposed of along the way.

When Thunder Burner begins his mission he is relatively unarmed, and the more powerful weapons that he can use have to be collected during the game. These extras come in the shape of large spheres that hover in the air.

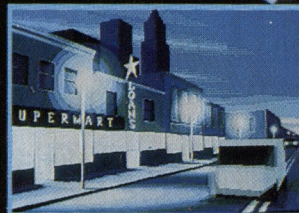
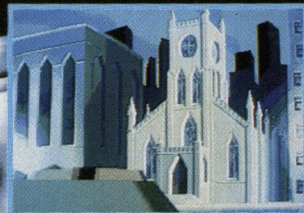
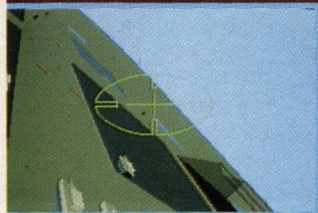
TB can use a grand total of four different weapons, each wreaking an enormous amount of damage on anything that it comes in contact with. There are also energy spheres that will recharge our metallic hero, enabling him to take to the skies and fly around for quite a considerable while, avoiding most of the perilous encounters that lurk on the ground.

21

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Boggit's Domain

After every Amiga show I swear that I'll never make the trip to London again, but as the day approaches, and I start kicking the flowers and getting irritable with everything, I finally have to give in, pack my designer carrier bag, and make the journey once more. The one good thing about Amiga Shows is that there are no Atari users there. At least not too many.

There are always a couple of dorks from the last show who are still wandering around the hall trying to find the exit. Arriving at Earl's Court for the 'World of Commodore Show', I quickly found a demo game of *Nightmare* at the Mindscape stand and gave a few dangerous bunnies a thrashing that they won't forget.

Mindscape were hinting that *Wing Commander II* (their current hit on the IBM PC) is in the process of being re-written for the Amiga and will be available late 92. Personally I'll try not to get over-excited about that, because I have a suspicion that it won't be such a big deal.

The PC demo of the game is mind-blowing, but anyone who has seen it would have to be blind not to notice that 99% of the demo comes from the 'hands-off' sequences, and not from the actual game itself – which looks like a basic, space shoot'em-up.

Mindscape's other news is that *Ultima VI* is finally being released for the Amiga (it should be out by the time you read this). In the Conference Room we were treated to a few scenes from *Ultima*

VII which is being written for the PC at the moment. The new graphics make all the previous *Ultima* RPGs look tame and dull. So much is going into it that it may never be seen on the Amiga and might only be available on CD Rom for PC compatibles. Doesn't it make

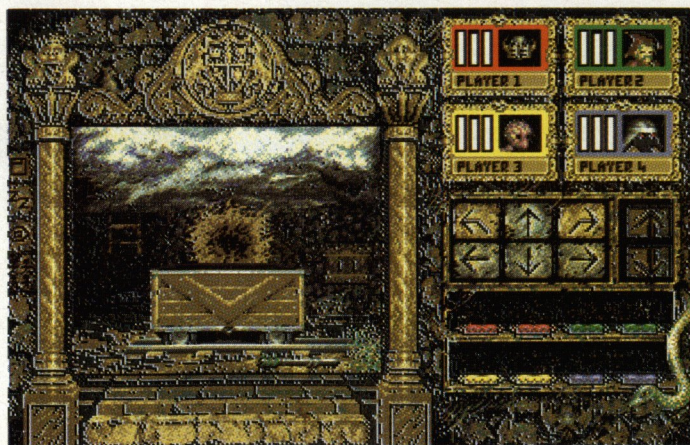
Did I tell you that I have a biscuit tin under my bed which I keep for emergencies during the night? Inside it I store all my ancient maps which I pore through when I get lost in some old adventure. Happily I received an early Christmas present this month which might mean the end of my old tin – it's an *Adventurer's Mapping Pad*.

I hate drawing maps at the best of times, and when I do finally decide to chart my stumbling progress I can never find a decent piece of paper anyway. Hopefully this pad of pre-printed sheets will help solve my problem and force me to replace my spaghetti scribbles with something better.

The pad of paper is wad of A4 sized sheets which have been printed with a pattern of boxes in an 8x10 design. On the back of the sheet are columns to record location descriptions, objects found and notes. There is nothing new or especially innovative about the pad, but like all things it just makes life a little easier.

You could of course draw up endless sheets of paper yourself which would do the same job, but it's the kind of task which somehow you never get around to. At least with this you'll always have the right thing to hand, and with its help you'll always produce neat maps to send to the Boggit.

The pad costs £6.99 & £1.45 p&p and you can obtain it from Black Knight Supplies, Unit 15, Longcauseway, Farnworth, Bolton.



Hop aboard a railway wagon for a quick method of travel around Mindscape's Nightmare RPG. Boggit has finally had a test drive of this eagerly awaited game.

you sick that the interesting stuff always seems to be coming out 'next year' when this year you can only buy Bart Simpson?

At the Electronic Arts stand I accosted the 'suit' who was in charge, and kicked his leg until he gave me the release date for the *Black Crypts* RPG which I have been lusting after since I first saw it at the September Show. Late January is the latest estimate and I was tickled pink to hear that for a change the IBM PC version will not be available until at least eight months after it is released on the Amiga. Serves them right! New Maps for Old.



Compost Heap

The leafy glade which surrounds the hollow tree of our irascible hero is bursting with beautiful blossoms all the year round.

The secret additive which produces these magnificent blooms is the software which the Boggit chucks out the window into his compost heap each month.

Aegis Visionary Adventure Language

Do you fancy writing an Adventure game which will make your fortune? Have you got an idea for a Role Playing Game which will make Dungeon Master look like an Atari PD offering? In that case you may be looking at the adverts for the Aegis Visionary Adventure Language and thinking that it may just be the answer to your prayers.

Hold fast foolish one, and before



Here's a tasty example of the colourful graphic shots that are included with the Aegis Visionary Language package. One would think that old Boggit would be glad to see a powerful new adventure writing utility on the market but, as usual, he has something to grumble about.

you part with your bag of gold dust, read on. Do you have a hard disk, a drawing package, a sound sampler with editor, a wordprocessor, plus a good grounding in the principles of software writing? Unless you can answer yes to all of these questions, then you may be in trouble.

The sales blurb proudly announces that this 'easy-to-use' development system will turn you into a top game developer overnight and enable you to create detailed adventure games using animation, sound and graphics.

While I accept that any sales pitch should be taken with a pinch of salt, this one is being extremely 'economical with the truth'.

Unlike the Amos Game Creator, Talespin or STAC, (the Atari ST Adventure Creator) this suite of utilities does not boot up into a development environment which uses menus or windows to select the options. Instead all work is done at the Amiga Workbench using the CLI commands. Before you can create your wonderful graphic adventure you will

have to have your own drawing package to create your wonderful graphics, and that also goes for any sound effects that you wish to include.

The box explicitly says that, 'it is designed specifically for the "creation" of text, sound and animated graphic adventures'. The publishers might rightly argue that it's obvious that you would need to have bought these other software packages separately, but it doesn't say so on the box. What it should say is that this is a High Level Language Compiler which has subroutines to "handle" text, sound and graphics.

There is also a Debugger which enables you to step through your program and interrogate the state of your program's flags and variables, and this is what they mean when the talk about the development system. But it is as friendly as a starving Troll.

If you already have the capability to draw and design a complex adventure in a high level language then this package should make things a lot easier for you, but if you can't, then it won't.

Kwik Kwik!

Have you seen the new Public Domain software which can turn your Amiga into an Atari ST? It writes CRAP! CRAP! CRAP! all over your screen!

New Blooms

It's been a quiet month in the nursery plot, with not a lot of new software to show for it. I suspect the software houses are holding back their best blooms to scoop up the 'Granny Money' after Christmas. Do you know what this is? It's the cash which you receive as a Christmas present from distant relatives, and the shops hope you will rush out to spend it on software for yourself.

Lord of The Rings

Interplay Productions are responsible for most of the top-quality RPGs available on the Amiga, and one year after it was launched on the IBM, part one of their Lord of the Rings trilogy has arrived. As it is still hot off the press I haven't had much time to give it a fair play, so I'll content myself by giving you an immediate impression.

In the tradition of all RPGs, your first aim is to

recruit fellow heroes who will follow you in your quest, but before setting off for the far mountains where the heavy action will take place, you'll need to spend some time building up your men's skills. Tramping around the local Hobbit village you'll find lots of small tasks which need to be cleared up.

Speak to the locals and they'll tell you that there are lost children to be found and one blind Hobbit has lost his dog. All these tasks will gain you points and help increase skills such as swimming and woodcraft.

When the Black Riders finally turn up in the Shires it's time to high-tail it for the far peaks. All the actions are carried out via on-screen icons and they are simple to use.

In keeping with many of Interplay's games they have saved memory by removing much of the text descriptions from the game and simply giving you a paragraph reference number which can be looked up in the manual. As you and your merry band trudge around the Middle-earth scenario, the view of your surroundings is shown in a bird's-eye view similar to that used in the Times of Lore RPG.

Another similarity with that game is the funereal pace at which everything moves. I just know that the slow action of some games is something which is going to get right up my nose in the coming year. Games which arrive on the Amiga after being developed on the IBM PC always seem so torpid!

It is too soon to say whether this will turn out to be a really good game, and I don't want to damn it with faint praise, but I can't see anything in it that really excites me at this point. No doubt it has lots of features hidden away inside it which will keep you occupied for weeks, but it certainly doesn't have any throat-grIPPING novelty which will inspire you to rush out and throw your 'Granny Money' at it.



Knightmare



"You are setting forth into another place, another time, another world," said Treguard, The Dungeon Master. "And what makes you think that you four mere mortals will succeed in the Quest, when so many others have failed?"

I understood, at that moment, that our mission was going to take all our endurance, all our collective skill, and, most of all a depth of courage, that I wasn't sure we possessed.

Ever since ITV's award-winning series hit our screens, the world has been waiting for a computer game worthy of the name. The wait is over.

Tony Crowther's amazing re-creation has everything.

Using the same game system that made 'Captive' adventure game of the year for 1990, 'Knightmare' makes dungeons and dragons games seem like newts splashing around in a muddy puddle.

'Knightmare' is a sophisticated role-playing adventure where you are

challenged to solve complex puzzles, logic problems and riddles that reveal a rich, ever-more rewarding storyline.

Your journey takes you deep into the dungeons of Dunshelm, to a cataclysmic meeting with Lord Fear and the unthinkable horrible FrightKnight.

Whether or not the meeting is terminal is up to you. You will need wisdom, tenacity, alacrity and, above all, courage.

But you have all those things, don't you...?



Available for Amiga & Atari ST

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Written by Tony Crowther.



MINDSCAPE



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Boggit's Mailbag

And still the mail pours in! It's a long walk from Riverhead village to the leafy glade in the Great Wood, but each day the Goblin Postman has to haul ever more bundles of letters up to the Old Blackthorn Tree. You would think that the Boggit and his pet owl Archimedes would be pleased to have such a band of loyal readers, but no, he still seems as irascible as ever.

Combination Unlocked

A few months ago I wrote to you asking for the combination to the safe in Maniac Mansion. The safe is in the attic above Nurse Edna's room. You said that I could find the combination by looking through a telescope and watching the safe being



The door to Lucasfilm's creepy mansion stands before you. Once inside, you'll meet a family that makes the Munsters look tame.

opened. Well I've looked everywhere for a telescope, but not one can be found anywhere. Now please help me and tell me what the rotten combination is!

Julian Harper, No Address

Congratulations numb-brain, you're the plonker who sent me the stamped envelope – but forgot to put any return address on it. There is a room which contains a man-eating plant in the Mansion.

If you water the plant with water from the swimming pool it will grow taller. If you then pour Pepsi in you'll fix it so that it can't hurt you. (Now you know what will happen to you if you take the Pepsi Challenge).

You are now able to simply climb the plant and enter the telescope observatory above.

Stiff Clues

I am stuck on 'Cruise for a Corpse' in which I have got to 11 o'clock. I have talked to the Butler, Dick, Tom, Julio, Father Fabiani and Suzanne. I have found out about Agnes and the affair between Rebecca and Tom. When I examine the Mermaid Statue I see the codes 5b and 8b. What do I do next?

Chris Hughes, Witney

I ain't too sure where you are stuck, because my notes only mention clock times for 10:50 and 11:30. However once you have seen the couple kissing on deck the time should be 10:50. From there the actions are:

1. Go to Hector's room and speak to him about everything.
2. Make sure you have spoken to Dick and Suzanne about Tom's ambitions and his plot.
3. Go to the laundry and search the basket. Find the bathrobe with the initials DK and the necklace in the pocket. Open the necklace and see the picture of Agnes. (Time 11:30).
4. Go to Daphne's cabin and search her wardrobe. You'll find something which you can read.

A Return Visit

There is a piece of rotten cheese which you must find in the first dungeon of The Bane of the Cosmic Forge and this is where it is; Go to the Captain's Den on Sub-Level 1. With your back to the door, turn right, walk two squares, turn left, walk four to arrive at the base of some stairs. Turn right and enter the second door on the left. Go through the other door and search when the description caption is given. Here is the cheese.

Return to the stairs, turn left and enter the first door on the right. In the corner opposite the door, search to find a hole. If you use the cheese a secret passage will open up.

Kill the rats and the guardians in the room beyond, and you will find the lost love of the mad Frenchman in the tower. Both sides of the Belfry look the same so don't get confused.

There is a Bell key you need to open a door



If you're looking for a lump of smelly cheese to help solve your problems in the Cosmic Forge, here is the starting point for one reader's letter.

behind which is something you need.

If you find the Captain, remember the story of Peter Pan when considering which items to take from him. You need to merge two items to cross the Great Divide.

Mark and Lorraine, Isle of Wight

In the initial stages of Cosmic Forge all the monsters are easy meat except for one; Captain Matey can take all the punishment you can throw at him and still come back for more.



It ain't much good giving me hints on what to take from the Captain unless you can also tell me how to stop him making mincemeat out of my team. He appears to be impervious to spells, and he shrugs off the attacks of my fighters. That is one mean monster.

Graffiti Writing

I know that Zak McKracken is a bit old and all that, but I'm stuck in it. I have found a crystal shard in a temple in Mexico, but I can't get it out of the flipping statue.

Please, please help me. I'm only thirteen, but I'll be bald by the time I'm fourteen if you don't solve this problem for me. I can't give you my address because I'm living in Pakistan at the moment and we are moving soon.

P.S. Don't make remarks about me eating curry because I detest the gross stuff!

K. Straw, Pakistan



Before you take Zak McKracken on a wild adventure around the world, peek under the sink and pick up a packet of crayons, cos you never know when you'll get the urge to scribble on Mexican Temple walls.

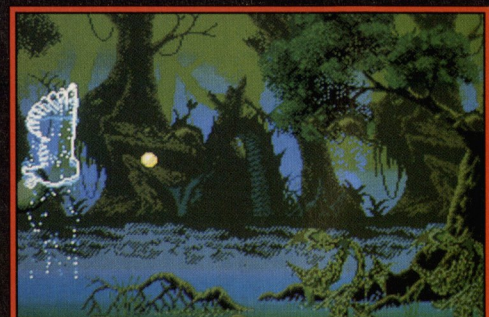
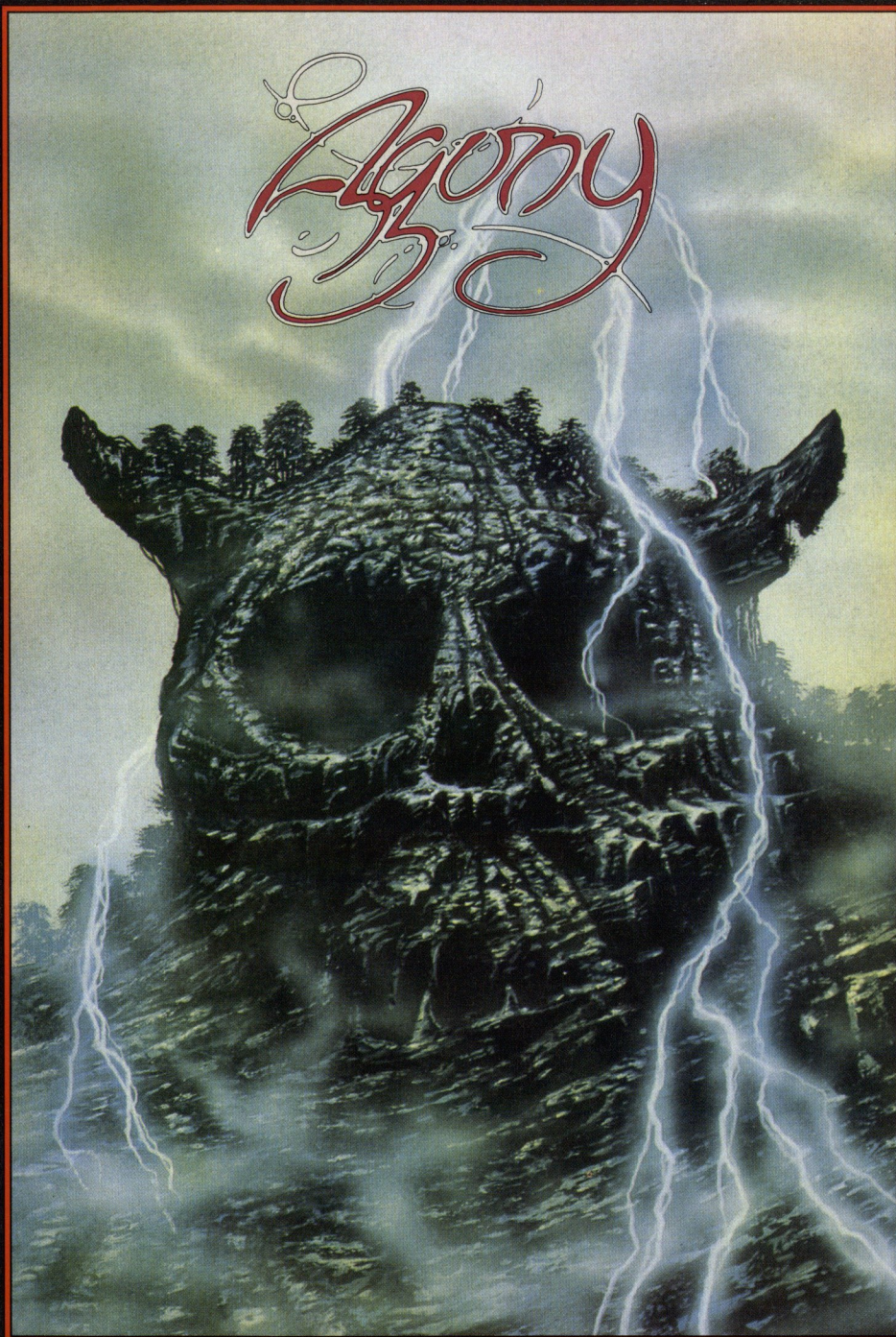
I eat curry – but after drinking two pints of spiced elderberry wine anyone would! The sales blurb for Zak McKracken explains that the writers wanted to create a game that would be fun to play, and would not frustrate the player with difficult puzzles. Oh yeh?

This is a tricky game and I'm not surprised that you're stuck. Firstly you must take the yellow crayon under the sink in Zak's apartment.

To release the crystal shard you must use the crayon on the strange markings on the right-hand statue to draw the design from the Great Chamber on Mars.



7591



AGONY

Pit your magical powers against an equal but opposite mystical force. Use your sorcery and fighting skills to battle through six graphically – excellent levels, each infested with hordes of beautifully-animated conjured-up creatures.

Pick up potions and spells to help your valiant struggle to find the secret of Cosmic Strength.

Experience four layers of incredibly-smooth parallax scrolling, animated backdrops, a massive play area, hundreds of on-screen colours, unbelievable gameplay and an exorbitant sound track all expertly mixed together and skilfully cast to bring you a spellbinding brew of computer gaming action.

Experience Agony with no pain!

SEEING IS BELIEVING

Screen Shots from the Amiga version.

**PSYGNOSIS
FREEPOST
LIVERPOOL L3 3AB
UNITED KINGDOM
Tel: 051-709 5755**



Just the Right Word

I am close to completing Ultima V, but I need help finding some of the "Words Of Power". I also would also like to know what is the purpose of the Amulet.

Andrew Edwards, Portsmouth

I'm not sure that I know where all of the Words of Power are, but here's how to get the ones that I do know; BRITTANY BAY – Use the Black Badge to get the Crown and Word Of Power from the prisoner.

JHELOM – Talk to the bewildered Mage who responds to "backward" words. Ask for a "Word of Power", by saying, "Drow of Rewop", then say "Dratsed".

MOONGLOW – Malifora knows a Word of Power.

WINDMERE – Thrud will provide you with some jewelled weapons for the resistance password.

YEW – To reach the lower level, go through one of the fireplaces. If jailed, you will be taken to the cells behind Judge Dryden's office and should talk with Jerome. In another cell you will meet Felespar. Give him the password of the resistance, and he's sure to give you a Word of Power.

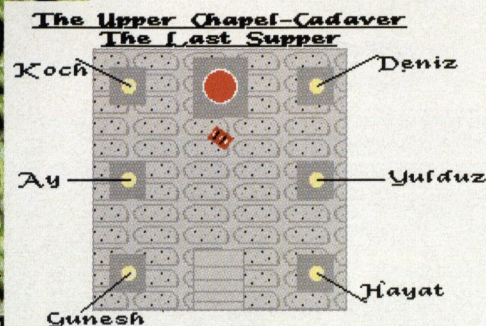
SHRINES – If you visit a shrine, then the Codex, then the shrine again, you will be rewarded. Once you have visited all of the shrines you will be given the Word of Power for Dungeon Doom.

The Amulet is used when you enter the Dungeon Doom in the final quest. To get here you enter via Dungeon Shame and use the Amulet to get through the dark area. You must have the Crown, Sceptre, Amulet and the Word of Power for Doom. You'll also need the Sandalwood Box.

Cadaver – The Last Supper

I have been playing Cadaver – The Last Supper for about three days now and have nearly finished it, so I would like to lend a helping hand to other people out there who have smaller brains than my dog! Near the end of the game there is a room where you have to place those lovely six stones. Instead of having to translate the stupid book and use your pea-brains I have drawn a diagram for you.

W. Lassell, Malta



One artistic reader has created a graphical solution to the Cadaver knight's Last Supper, but is the Boggit grateful?

On behalf of all the thousands of readers throughout the world whom you have insulted I'd like to thank you. I thought I was rude, but you are an obvious master at making people cross. Which reminds me. Do you know the best way to make a Maltese Cross? Kick his dog!

A World Cracking Solution

My problem is with Shadowgate. OK so it's not the best game in the world, but it's still annoying me enough to want to beat it!

I have crossed the bridge with the Troll, killed the Cyclops, got into the Library, read the scroll using the John Lennon Glasses, opened the secret passage and entered the Study – it is here that I am stuck.

I know that the globe of the world is hollow, but I am unable to open it no matter how hard I try, and I'm sure that it is important that I do open it. Also can you tell me how to kill the Kobolds that are in the Armoury opposite the Library.

Ian Parsons, Walsall

Aha, Shadowgate is one of my favourite 'golden oldies'. I see that this game is selling cheap from the Special Reserve Club and at their price it's a bargain. As for your globe problem, have you never heard of the ground being referred to as Terra Firma? (It's also used to describe the solid matter situated between an Atari user's ears, but that's another story).

By now you should have found the scroll which that says; 'Key to the World' and 'Terra Terrak'. This is a magic scroll and if you 'Operate' it on the world the globe will open. The bad guys in the Armoury are not Kobolds, they're Goblins.

If you want to know the difference just try calling my postman a Kobold and you'll be wearing your guts for a necktie. The moral of the story is that Goblins are bad news and you should stay away from them. There is nothing in the Armoury for wimps like yourself.

Stone Dead

Having taken your advice some months ago and purchased Dungeon Master I have found myself well and truly lumbered with a problem. I have got myself within throwing distance of the Firestaff, but have come up against double force-field doors and double Stone Golem sentries.

Are the Golems indestructible? I have thrown fireballs, lightning bolts and dispel spells to no avail. Is there a solution?

Problems or no problems I still feel Dungeon Master deserves its place in the League Table, even more so considering the time span between the making of the two games.

I do not totally agree with your opinion that D.M. is needed before Chaos Strikes Back is attempted. Having purchased Chaos first I managed to advance my players to Master Wizard status until they ran into a Stone Golem on the Way of Ku.

Granted, Chaos would be easier to play having conquered D.M. and then be in possession of the Firestaff. Anyway, keep up the good work but don't let the candle burn too low. Congrats for producing the best arcade adventure helpline around.

Carlos Cat, Nantwich

That's all I need, congratulations from a cat! A blessing from a Dragon, or best wishes from a Troll is worth having, but a cat... Golems are certainly not indestructible, but they are tough.

While your attacks only chip away at their



Despite its age, Dungeon Master is still holding its own at the top of our Adventure League table. If you think the sword-wielding skeletons are tough you are in for a shock when you meet up with the Stone Golems.

health they often do vast amounts of damage with a single blow.

Your best offence is to trap them with a Magic Box and use all four champions, the front line meleeeing with their best weapons while the back rank simultaneously casts powerful lightning bolts.

Using Magic Boxes and dungeon doors together is very effective. Thankfully, closeable doors are common in the areas where you will meet them. Another slow but sure method is to fight them in a room containing a central pillar.

Golems move so slowly that you can run around the pillar and hit them from behind, turn around and do it again in the opposite direction before they can work out where you went. (A bit like the Editor on a Monday morning). As for playing Chaos before D.M. tell me this smartie pants, how do you know what spells to cast in Chaos if you never played D.M. to find out what spells are available? And don't say you learnt them from a magazine, because you can't buy Amiga Action down a dungeon!

Thought for Today

God is real, unless declared as an Integer! (That's a piece of info for all the Fortran programmers).

Well, that's another scroll ready for the post in the morning. I've just got time to take a last stroll around the glade and water the roses before putting Archimedes out for the night.

I'd like to wish you all a Merry Christmas and a Happy New Year and thank you for all of the letters and help which you have given over the last twelve months.

The Goblin Postman would also like to wish you something, but don't take any notice of the miserable geek. Send your moans, hints and spare gold to:-

**Boggit's Domain
The Old Blackthorn Tree
29, Blackthorn Drive
Larkfield
Aylesford
Kent
ME20 6NR**

MOONSTONE

A HARD DAYS KNIGHT

FREE
POSTER
IN GAME
PACK

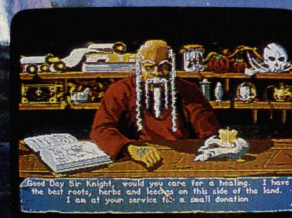


**SO MUCH FUN
-YOU'LL DIE!**

Moonstone - a remarkable combination of fast, aggressive combat action and subtle role-play set in a fantasy world, that uniquely challenges your brain and your reflexes - while covering you in gore.

Oh, by the way, if the sight of so much blood upsets you, don't worry. The blood is an option!

Moonstone features nearly 1,000 frames of incredible animation in 2 Megabytes of monsters and creatures, over 60 beautifully painted backdrops and detailed scenery. Sound effects are high quality digital samples and includes a full musical score and stunning full screen animated introductory and game complete sequences.



MINDSCAPE

12

Moonstone contains scenes of strong graphic imagery with particular realism. Although these scenes are optional, this product is voluntarily rated 12. Parental Guidance is recommended for younger players, however this is not a legal requirement.

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For your local dealer, contact: Mindscape International Ltd, The Coach House, Hooklands Estate, Scaynes Hill, West Sussex RH17 7NG. Tel: 0444 831 761



The Horus Heresy was a terrible time for the Imperium, many chapters of marines were mutated by the Gods of Chaos and turned on their leaders. These servants of darkness still exist and are some of the most dangerous troops you will ever encounter.

ARCADE ADVENTURE



The Imperium is the greatest federation in the history of mankind, its domain spanning hundreds of galaxies and millions of star systems. The protectors of the Empire are the Adeptus Astartes, the Space Marines. Thousands of chapters of these ultimate warriors are ready to counter any threat to the human race in an instant.

On the fringes of known space a drifting craft has been detected. As a commander of the Blood Angels chapter you must take a strike squad and gain control of the space hulk, eliminating the terrors that wait in the dark corridors before any colonials are endangered.

COMMAND AND CONTROL

The chapter Primarch, Saguinius, controls the overall campaign to gain control of the hulk and informs you of the missions you and your squads

must complete. If successful you will steadily capture strategically critical areas of the craft. Control rooms, cargo holds, docking bays and ammunition dumps are all mission targets and each is vital to the success of the campaign.

THE LITANY TO WEAPONS

Before beginning a mission, you must choose your weapons and prepare a plan of action. Each marine starts with a Bolt Gun, the standard sidearm of all warriors of the Imperium, and some form of close combat weapon.

In addition you may kit out a few of your troops with specialist equipment or support weapons. Missile Launchers, Plasma and Melta Cannons, Frag and Krak Grenades, Heavy Bolters and Autocannons are just some of the absolutely splendid weapons at your disposal.

After choosing your weapons (and reciting the correct prayers to ensure they do not fail you in combat) you must formulate a plan of attack. The weapons that you are carrying must all be used to their full potential as well as using the terrain to your utmost advantage.

A overhead scan of the hulk, showing corridors and rooms, allows you to calculate a path through the twisting labyrinth to reach your objective with the least amount of contact with the enemy.

THE FORCES OF CHAOS

While on its long travel through the darkest areas of warp space, the hulk has picked up many passengers. The war loving Orks form the bulk of the enemy, they carry weapons similar to your own and this alone makes them a formidable opponent. In command



INDEX ASTARTES

- 1) **MAIN WINDOW:** This is where the action takes place.
- 2) **CHAPTER BADGE:** Shows the currently operational chapter.
- 3) **WEAPON:** The weapon that is in use, in this case a Flamer.
- 4) **MAP:** Allows you to keep tabs on all of your troops.
- 5) **SELECT ICON:** Choose the next marine to control.
- 6) **SQUAD:** Only the sergeant and two marines are left alive.
- 7) **CONTROL ICONS:** Move, shoot and give orders to your troops.

THE BLOOD ANGELS

By now you will be itching to take control of your own squad of Space Marines. There are three ways of achieving this goal. You can either join the Adeptus Astartes and spend years of your life serving the Emperor, buy a copy of Space Crusade, or win yourself the game just by answering the question below.

The rank of Commander is a highly responsible position and as we cannot have any old heretic leading men into battle we have made the question a toughie that only the truly loyal will know the answer to.

What is the home world of the Blood Angels' chapter of the Space Marines? Send your answer to: **Space Crusade compo, Amiga Action, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.**



Using scanning equipment you can get an overhead view of the corridors and check for any dangers that lie ahead. The Dreadnought hiding in the corridor is a fearsome opponent and should be avoided if possible.



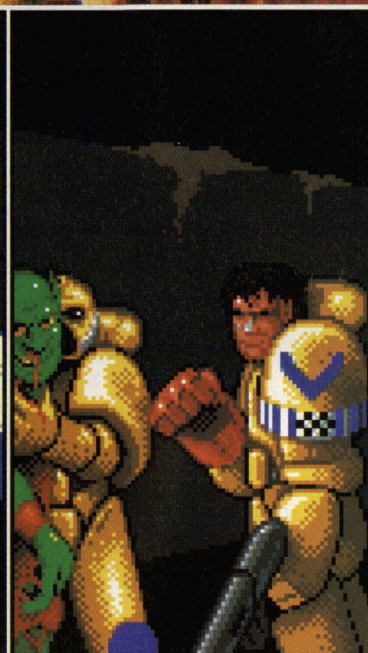
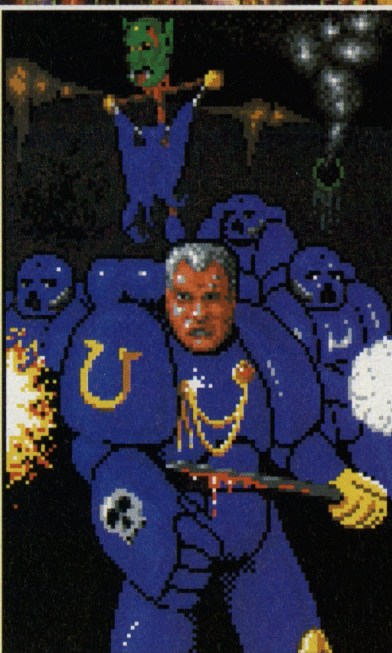
Photon Grenades do not cause physical damage like normal weapons but are just as useful. The bright flash they emit when detonated is enough to blind opponents while the marines are protected by their Auto Senses.

of these you will find servants of the Khorne, the God of War, mutated into monsters that'll strike terror into the hearts of the bravest warriors. Finally, you will encounter Genestealers, assassin robots and a monstrous Dreadnought.

Fighting your way past the enemy can be done using either your guns to blow them away or in combat using Chain Swords, Power Fists and Bolt Pistols. The results are decided by the combatants' abilities and the roll of a computerised die.

Fighting your way to objects and gaining control of them requires skill and luck. The foolish commander who charges in will suffer for his mistakes and may lose his life. Do you have the nerve needed to serve the Emperor?

OVERALL
SCORE
71%

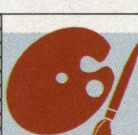


(Left) Disaster has struck! Just as you are being assaulted by a unit of Orks your Missile Launcher has jammed. You should pray for the Emperor's help and hope that your weapon doesn't fail you again.

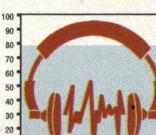
(Above) You can choose troops from the Adeptus Astartes. The Blood Angels are fierce fighters, the Ultramarines are pure of mind and rarely falter. The Imperial Fist are among the most respected warriors in the Imperium.



A C T I O N I N F O



SPACE CRUSADE
GREMLIN £25.99
TEAM: M. HART & A. CARLESS



In the world of board games, Space Crusade was the much awaited follow up to HeroQuest and was even advertised on TV. It was hardly surprising that Gremlin would produce the computer version after their outstanding work with HeroQuest. Needless to say they have improved on both their previous efforts and on the original board game. Controls, gameplay and presentation are all outstanding and I have absolutely no reservations in recommending this game to everyone, especially commanders with prior experience in the Adeptus Astartes. Jason

LEAGUE RATING

4 HEIMDALL

5 SPACE CRUSADE

6 HUNTER

ARCADE ADVENTURE

Super Space Invaders



Don your cowboy hat and grab the reins of your spacecraft as you try to prevent the aliens from cow rustling on this bonus screen. Be careful not to shoot the kidnapped cows.

ACTION INFO

SUPER SPACE INVADERS
DOMARK £24.99
TEAM: THE KREMLIN



Super Space Invaders has colourful and attractive backgrounds and sprites, with almost arcade-perfect sound. On the screens that involve vertical scrolling, it is slightly jerky but not enough to significantly spoil the gameplay. I feel that the older members of the games playing public will appreciate the memories it brings back, and will probably accept the game more than the younger generation who may prefer battling through the likes of Xenon II and Swiv. Approach the game in a fun frame of mind and you will enjoy it to a much greater degree than if you're sceptical.

Alan

LEAGUE RATING

34 SHADOW DANCER

35 SUPER SPACE INVADERS

36 GAUNTLET 3

SHOOT 'EM - UP

SHOOT 'EM - UP



The year 1978 saw Taito launch a revolutionary kind of game, developed by the then unknown Toshihiro Nishikado.

Space Invaders became a worldwide phenomenon and it has taken 13 years for the sequel to appear. While the Super Space Invaders coin-op continues to guzzle the silver from everyone's pockets Domark have been busily converting the game.

INVADERS GO HOME

Or so you wish. Unfortunately, the critters from outer space have decided

Earth is where they want to dwell for the next few millennia. On your own or with a friend, you must blast them back to where they belong.

By shooting the traditional Mother Ship that coasts across the top of the screen, it will drop a pod which if you catch it can grace you with lasers to spinning fireballs!

There are two possibilities on how to tackle the game. The first is originally called 'Normal' mode. Here, you choose a small number of levels to attack. Between certain stages are large metallic aliens that enter into combat with a frightening arsenal of firepower. They can sustain a number of direct hits before tumbling off the bottom of the screen. The second mode is 'Advanced'. Needless to say, it's harder with a seemingly endless number of levels.

EXTRA TERRESTRIAL HORROR

A variety of aliens ensures that you must adopt different techniques to dispose of them. While some multiply when shot, others grow in size only to explode when they are frequently hit, and some disintegrate after having a single shot rip through them.

What else is there to see? Lots of intro sequences, detailed end screens, and the other ingredients that you all know, love and have come to expect from the typical Space Invaders.

OVERALL
SCORE
77%

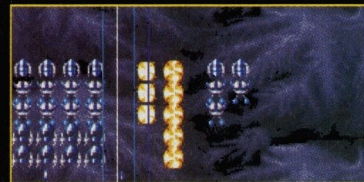


Here you enter a frenzied battle with one of the much larger invaders. Find its weak spot and shoot, relentlessly!

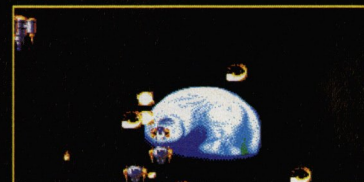
INVADER ANNIHILATION



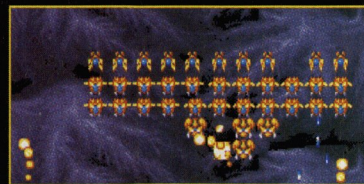
HYPER LASER - a horizontal laser beam that kills one row of the invaders.



BUSTER LASER - a straight, vertical laser beam that destroys anything in its path.



FIRE FLOWER - a huge, fiery explosion that wipes out most aliens on the screen.



DESTROY BEAM - four deadly laser beams that whizz around the screen.



BUTTERFLY - freezes all the aliens for a short period of time.



SHIELDS - four barriers appear to protect you, just like the good ol' days.

TAKE YOUR SENSES TO THE EDGE...
... AND BEYOND!

SPACE CRUSADE

FAILURE BRINGS
NOTHING. SUCCESS
WILL BRING IMPERIAL
HONOURS...

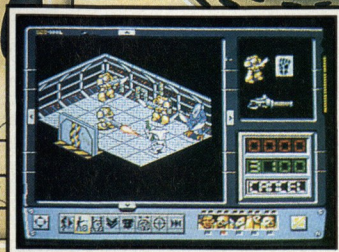
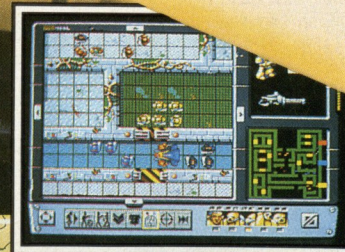
Enlist with the Space
Marines and enter
the fiercest conflict
mankind has ever
faced! Forgotten
starships infested
with a multitude of
evil creatures from
the Realms of Chaos
drift from
the Warp...

...Aboard these
silent alien hulks,
the space Marines
battle to save
humanity. Only the
bravest return from
fighting the hordes
of Chaos and the
mighty war machine
Dreadnought.
Will you be one
of them?

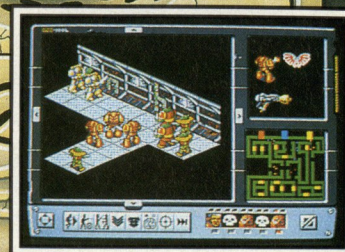
Available on:
Atari ST/STE,
IBM PC, Amiga
Spectrum,
CBM 64/128
and Amstrad
Cassette &
Disk.



Screen shots
from Amiga
format



Gremlin Graphics Software Ltd.,
Carver House, 2-4 Carver Street, Sheffield S1 4FS.
© 1991 Hasbro Bradley UK Limited. All rights reserved. "Space
Crusade" was developed in association with Games Workshop Ltd.



PROJECT INSPECTION

After relishing their success with the superb shoot'em-up *Swiv*, the Sales Curve, with their Storm label, have ventured from the air to the scorching tracks of motor racing.

Also, for those of totally violent inclinations, the third *Double Dragon* is previewed. Will it be better than the first two? Well, simply read on to find out about this exciting new beat'em-up.

Big Run



RACING



With the Formula One season at an end, the misery of yet another championship defeat for Mansell still lingers. Why not cheer yourselves up a little by taking a break from the frantic fun of F1 and participate in the one of the world's finest rallies – the Paris to Dakar?

Under the name of *Big Run*, this racy title is, of course, a coin-op conversion. Jaleco's arcade machine

is a money guzzler all over the country but now, for a mere £25.99, you can play the game as often as you like in the comfort of your own shack.

Big Run consists of six considerably challenging stages through Tozeur, Tumu, Agadez, Bamako, St Louis and Dakar. "So what difference does that make?" you may well be wondering. Where you are determines the type of bumpy terrain you are racing over. With a time limit to beat, grip the wheel, push your foot down on the accelerator and pray you make it to the end.



036
AMIGA
ACTION

The Sales



Bouncing back almost as many times as the *Karate Kid*, Billy and Jimmy Lee are thrown into a new adventure where bad guys and danger are just around the corner.

Your missus, Marion, has been daft enough to get captured – again. On a long and treacherous trek through the U.S., China, Japan, Italy and Egypt the Lee brothers demonstrate the art of how to kick the \$!&@ out of everyone.

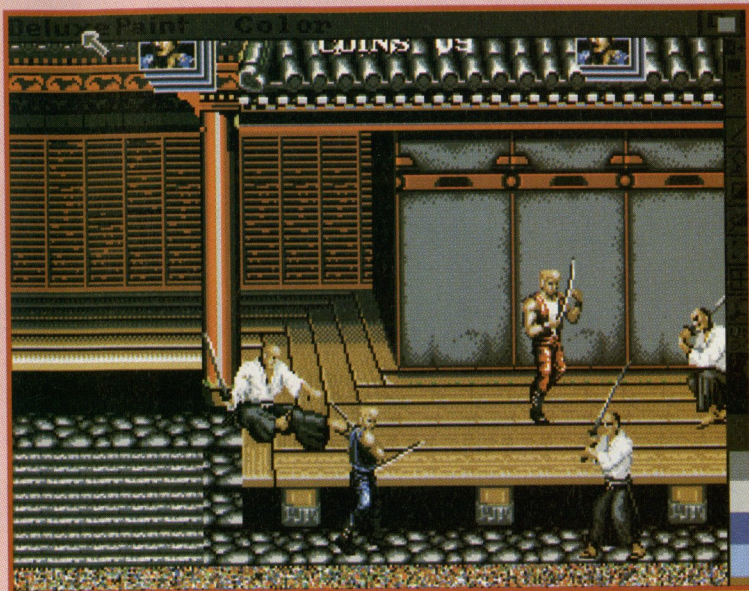
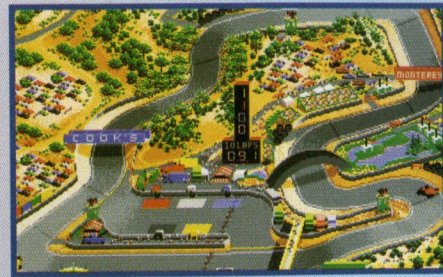
With capitalism the way of life, Sales Curve prove that the recession is well and truly over (ooh, politics and

Double

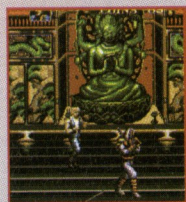
stuff!). It's possible to duck into a shop and buy special weapons such as Nunchakus, grenades, swords, and so on. And hey, strike me down with a double twisting back flip roundhouse, but you can also spend your money on learning extra moves: exchange your cash for the Locking Head



Curve

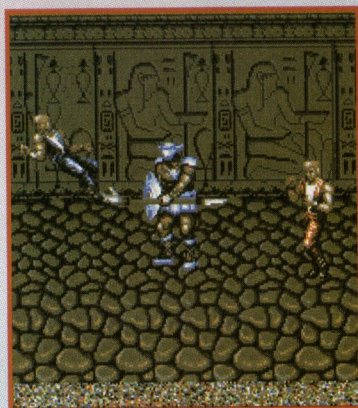


Dragon III



Squeeze move, Handstand Ankleflip, the One Armed Headbutt, and many more painful possibilities.

Is it also true that Double Dragon III: The Rosetta Stones is to be made into a movie? Apparently so! Look out for DDIII in your computer shop any time now, priced at £25.99.



Indy Heat

RACING

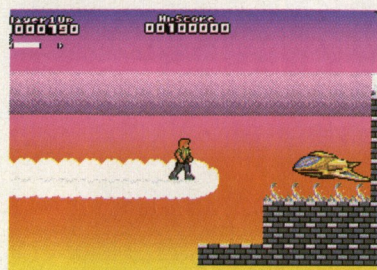
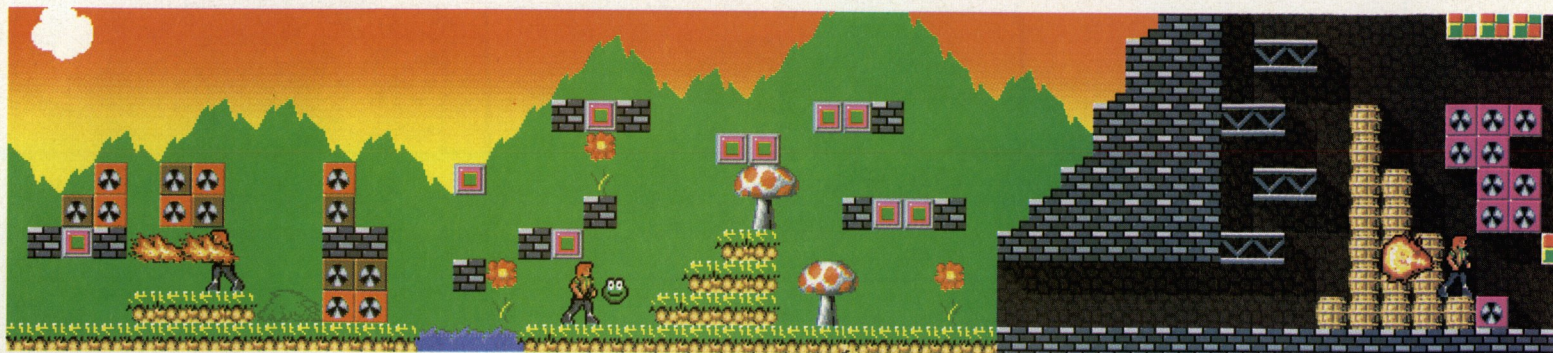


Good old fashioned motor racing is back! Clearly a Super Sprint clone (a massive Atari and Electric Dreams' hit on both coin-op and computer formats, respectively), Indy Heat features enhanced graphics but the same fantastic playability as its source of inspiration.

With up to three human players and a possible four cars on the track at any one time, the winding narrow circuits and full collision detection make it a truly challenging ride. Lucky for you, pit stops are incorporated into the game so you can refuel and repair smoking engines during your gruelling and gasping 15 laps. Run out of fuel during a race and you'll have to suffer the embarrassment of crawling around the track, until you reach the pits.

Gaining money between races allows you to enhance your vehicle. Tyres, better engines, and the usual assortment of add-ons are available. It sounds fantastic. It is fantastic. Indy Heat is scheduled for release in the New Year.





Using your Geocruiser you must try to repair the damaged ozone layer.

PLATFORM



Everybody in the world is well aware that we're rapidly turning this beautiful planet of ours into a dustbin.

Oil spills, nuclear waste and tragically large numbers of endangered animals are part of everyday life, not to mention the distinct lack of an ozone layer. So far, a small percentage of people worldwide have begun to stand up for their beliefs and somehow attempt to stop the destruction of Earth. Unfortunately, they're making little difference.

At last however, we have a saviour. Captain Planet and his team of gallant Planeteers have pledged to save Earth's threatened environment once and for all. Using their God given powers earth, fire, wind, water and heart they plan to battle their way through five levels of ecological disaster and finally wipe out the massed forces of environmental enemies.

This is where you come into the fray. Taking control of one of the five planeteers



you must utilise the special powers available to you and learn the varied techniques of gameplay for each level.

Each mission objective is highlighted before you begin. A typical mission could involve saving a number of elephants or closing down a series of nuclear waste sites.

The game is played over five, eight way scrolling backdrops, each of which contains a multitude of platforms, plants, nasties and other precarious obstacles. Using your characters ability to run and jump you must negotiate the terrain and blast the nasties.

Fortunately, your special powers have other uses. For instance, on the first level your flying hearts can be fired at plants to make them grow, which in turn make ideal ladders. It's even possible to fire hearts beneath



them grow, which in turn make ideal ladders. It's even possible to fire hearts beneath



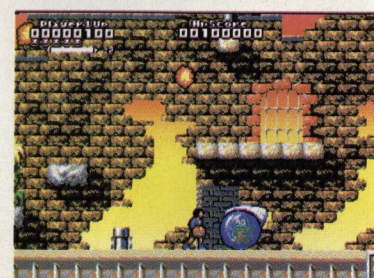
These smoking chimneys will cause you a few problems. They cough up toxic clouds which proceed to shoot forked lightning.

(Below right) Looten Plunder, an evil villain, has stolen a truck full of dolphins. You must liberate them using the Eco-sub.

yourself and safely float to the ground.

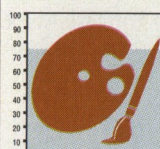
Each level has a different theme based upon the team member's special power. And while the actual joystick controls remain constant throughout, you'll still need to master the various power abilities in order to combine individual forces and save the world.

OVERALL SCORE
77%

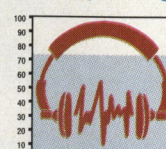


Using your short ranged love hearts, blast the plants at the base and watch them grow to towering heights. Once they are sufficiently tall, you can climb them to reach other platforms.

A C T I O N I N F O



CAPTAIN PLANET
MINDSCAPE £25.99
TEAM: TONY CROWTHER



Tony Crowther's last 16-bit effort, *Captive*, was quite simply superb. Therefore I was disappointed with *Captain Planet* to say the least. Admittedly, the challenging gameplay and addictive nature of the game cannot really be faulted. It's just a shame that it's let down by a couple of annoying quirks. For instance, when I die, I don't expect to be shoved straight back into the same situation without an invulnerability period. This is no more than average game that we can only recommend to serious platform fanatics or to not so serious armchair environmentalists.

Pete

LEAGUE RATING

28 NAVY SEALS

29 CAPTAIN PLANET

30 EDD THE DUCK

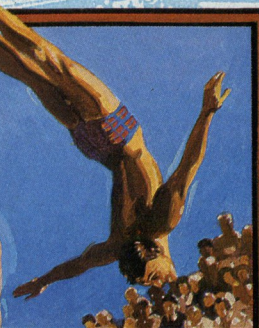
P L A T F O R M

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SHOW JUMPING

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Different course offering different challenges.

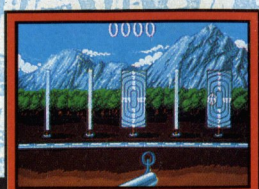
CYCLING

Using 3D vector graphics the unique gameplay combining strategy with sheer powering on the joystick makes this sport like no other sport ever seen on computer.

MARATHON

This strategy event linking all the other sports allows the competitor to compete in the ultimate challenge, with 26 weeks being the average training period and diet etc. being so important

- 4 courses
- Choice of six different runners
- Changes in terrain, weather, altitude.

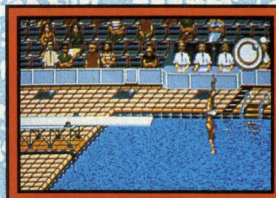


SHOOTING

4 totally different events offering a wide spectrum of challenges from pistol to double barrel shotguns.

DIVING

Over 40 dives to pick from. Unique control method make for superb handling of diver animations giving unsurpassed realism and gameplay. Authentic scoring shows how you have performed in each part of the dive.



SCREEN SHOTS TAKEN FROM AMIGA VERSION



SWIMMING

Test your skills in the

- 100m Breaststroke
- 200m Freestyle
- 400m Butterfly
- 4x100m Medley.

**6 SPORTS
COVERING
21 EVENTS**

Swimming, Cycling, Show Jumping, Diving, Shooting and even the Marathon, all superbly recreated using a combination of stunning 3D vectors and big colourful sprites, to give Realistic Graphics and Enhanced Playability



The lights are on, the crowd is cheering and your opponent is waiting. Grab your gloves and silly shorts and prepare to punch the living daylight out of some poor sod. Yep, 4D Sports Boxing is here and it's high time for a little bit of gratuitous violence in the name of honour and sportsmanship.

Before you step into the ring and black out you must prepare your alter ego for the pounding he (or she, you can have female boxers) is about to take. After deciding upon the initial attributes of your fighter, such as height and weight, off you go to get in some training.

SKIPPING IS FOR POOFS

Before each fight you must prepare for the punishment you are about to receive by working out in the gym. Using the speed bag (the thing that looks like the dangly bit inside your throat) improves your, well, speed and the heavy bag allows you to get some power behind your punch. Finally

there is skipping which makes you look a right nancy but it does help your stamina.

SMACK IN THE MARF

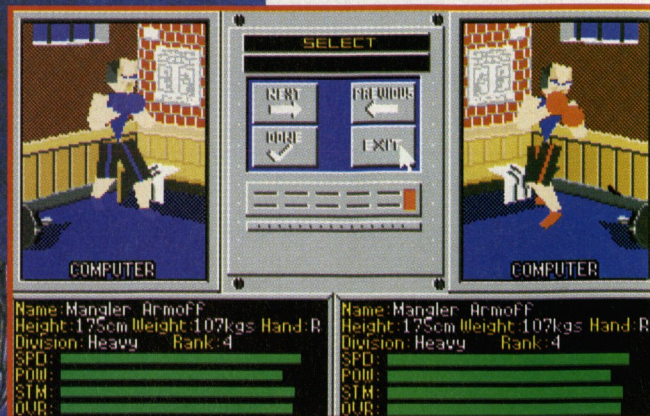
4D Sports Boxing uses loads of filled polygons and modelled movement to convey the action and excitement of a boxing match as well as multiple camera angles. You can even video the match to watch the next morning. However, you aren't here to watch the fight but to take part in it.

You have complete control over

your character in the ring, dodging and weaving about canvas to your hearts content but at sometime you are going to have to close in and start exchanging blows.

Using the joystick you can go for the upper cut followed by a swift right before decking the poor outmatched fellow with a quick one two. Just like Muhammed wossiss name often said, "Move like a flutterby, sting like a bee."

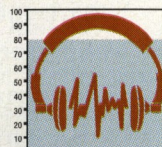
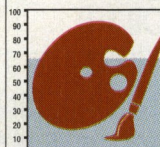
OVERALL
SCORE
39%



Each boxer is represented by a series of statistics and attributes as well as a record of their past victories and defeats. When deciding on your next opponent you should examine this data very closely.

ACTION INFO

4D SPORTS BOXING
MINDSCAPE £25.99
TEAM: DSI



Judging 4D Sports Boxing by the box alone I would be very enthusiastic about it. However, when you start to play the game the beautiful screenshots suddenly become obnoxiously slow and jerky and there is a long and tedious pause between each section. To be quite honest, for a one Meg only game, this just isn't good enough. Completing the game is also very, very easy. Each fight can be won by simply activating your joystick's autofire and pushing forwards. Your opponent won't have a chance to retaliate as you hit him over and over again. This is definitely a case of avoid if at all possible. *Jason*

LEAGUE RATING

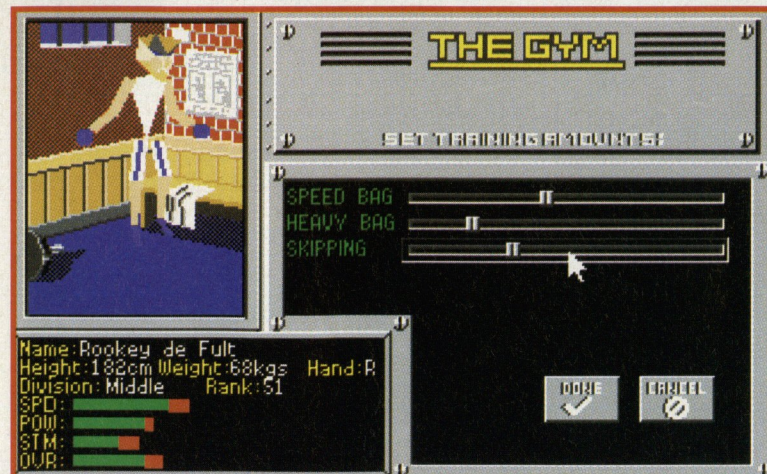
64 GAZZA SUPER SOCCER

65 4D SPORTS BOXING

66 INT. ICE HOCKEY

S P O R T S I M

The gym is the place to work out and improve your abilities including speed, power and stamina.



Ding, ding! Seconds out! Round one! As you charge forward, the crowd begins to cheer wildly.



STEALTH™

BY **ktron**™

THE ULTIMATE GAMES CONTROLLER It's too good to be called a joystick



FEATURES

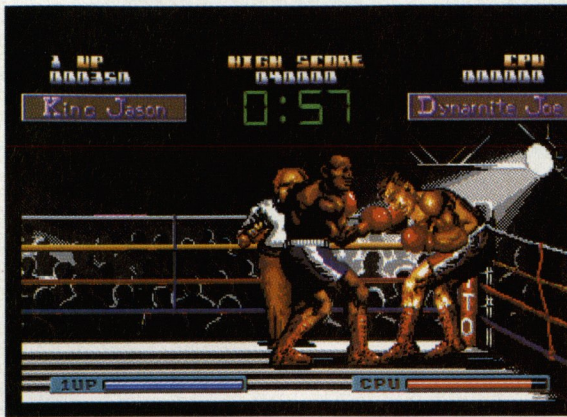
- ERGONOMICALLY DESIGNED TO FIT YOUR GRIP
- FAST ACTION FIRE BUTTONS
- LONG GAME PLAY COMFORT
- HIGH SPEED AUTOFIRE
- FASTER, MORE RESPONSIVE FEEL
- 6 FOOT CABLE
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- GUARANTEED FOR 5 MILLION OPERATIONS
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- LEFT OR RIGHT HAND CONTROL

FOR USE WITH THESE COMPUTER SYSTEMS:

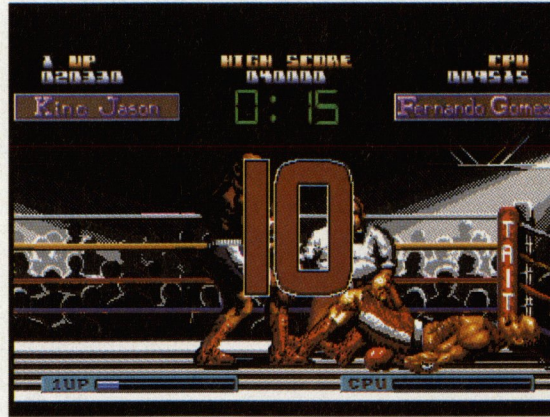
All Atari computers including ST
Commodore 64, 128, Amiga
Amstrad CPC Computers (no autofire)
Sinclair +2, +3
Nintendo and Sega version to follow shortly.

Designed by Wyn Hollaway the designer of the Speedking and Navigator Joysticks.

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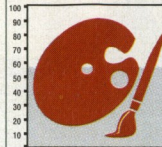
Look at that incredible punch! How did you do it? Simply by continually pressing the fire button and pushing the stick to the right. Yawn.



You've knocked him out! How did you do it? Simply by continually pressing the fire button and pushing the stick to the right. Zzzz

ACTION INFO

FINAL BLOW
STORM £25.99
TEAM: IN HOUSE



Flick through your dictionary and investigate the meaning of the words tedious, boring, easy, embarrassing, appalling, disgraceful and all their associated connotations. This will give you a clear idea of what Final Blow is like. An accurate conversion or not, most games players will finish this abomination within their first couple of attempts by executing the advancing punch to the face. While you're continually pressing the fire button, cringe at the terrible animation and wonder what it is that makes companies churn out this sort of terrible rubbish. Dire, abysmal, awful... Alan

LEAGUE RATING

36 DOUBLE DRAGON

37 FINAL BLOW

38 BANGKOK KNIGHTS

BEAT 'EM - UP

boxers, including yourself. The fighters don't seem to box in their own individual way so you'll soon be involved in an all-out contest with few tactics needed! This leads to bodies being flattened, but you never see blood. You do, however, see gumshields fly and perspiration splash off the sweaty, tiring bodies. You're advised to keep a towel handy!

OVERALL
SCORE
35%

WHO'S NEXT?

This is just enough time for the Kid to strike back. With the speed of a lumbering elephant and the sting of a dead bee, he leaps at his opponent with a barrage of bruising blows. Kev pretends to be hurt to make the Kid feel useful, but within seconds, the Kid is surveying the ceiling from his position on the

floor. Another victory for the man from Detroit. It could be Dynamite Joe, Demon Dave or any one of the 'fearsome' array of fighting characters. Final Blow is a Taito coin-op conversion which allows you to bring the exciting violence of boxing into your bedroom. It's just like when your mother looks in and sees what a mess your room is. Each boxer is able to execute a number of

devastating blows. From upper-cuts to a good ol' bash in the meaty ribs, Final Blow has them all.

DEAD RINGER

As well as attacking, you may feel the need to do a bit of duckin' and divin'. All such offensive and defensive movements can be implemented with the correct combination of joystick pushing and fire button pressing.

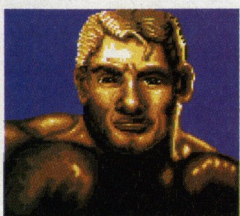
A successful strike depletes the player's energy bar that's displayed at the bottom of the screen. If the bar goes, the boxer who the bar represents will collapse, while the ref begins to yell his count to ten. If a fighter is lucky, he may regain his composure before he's declared out, but it means he'll have to make do with the energy he's regained during the break.

You can participate in one-off matches or enter a tournament to become World Champion. There's even a two player option. In all, there are ten

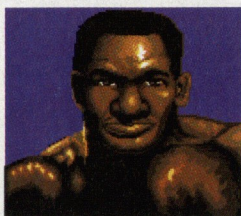
Final Blow



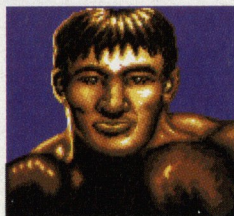
You make a quick retreat! Why did you do that? To end the monotony of continually pressing fire and pushing the stick to the right. Snore.



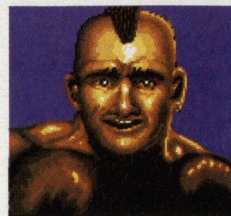
Krusha Kev



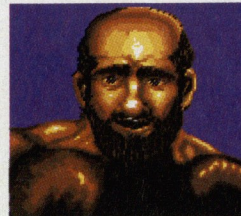
King Jason



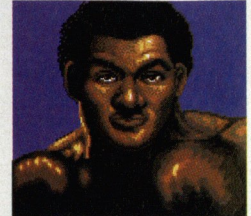
Kim Nang



Cool Shaun



Demon Dave



Detroit Kid

BABY JO

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**PROJECT
INSPECTION**

Turbo - Charge

SHOOT 'EM-UP



With the publishers claiming it could well be the greatest racing game on the computer, there are a number of questions

we all want answered. Will it feature unbelievably fast scrolling? Will there be a Ninja in the driving seat?

Will there be two sequels to maintain the company's fetish for the number three? Well, let the people at System 3 tell you all about it...

"Turbo-Charge concerns the forces of International Terrorism, who are stealing U.N. arms stockpiles from neighbouring countries using a network of ruthless dictators. They are plotting confront the U.S. in all-out war."

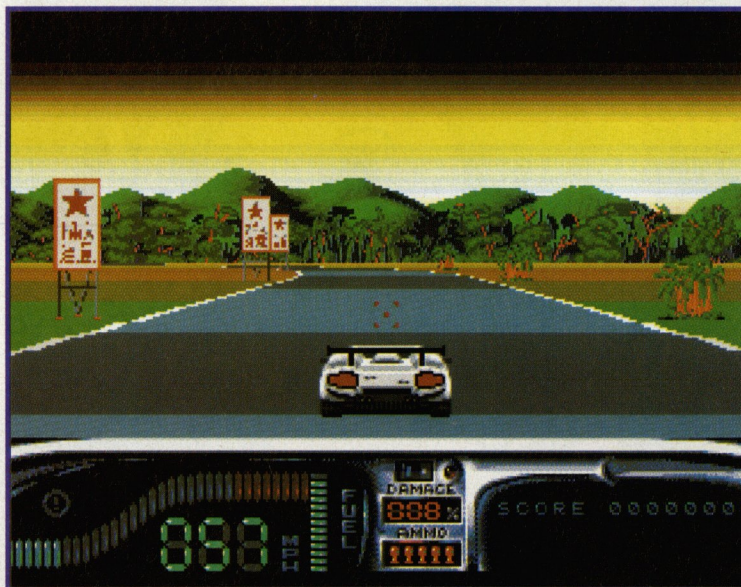
Essentially, the game seats you behind the wheel of a high-performance sports car in a chase filled with thrills, spills, and blasting galore! Although the market is nearing saturation point with driving products, System 3 feel there is more than enough room for Turbo-Charge. They explained the main elements behind the game:

"We wanted to try to create a driving adventure with a comic strip storyline that would appear at relevant points and change itself according to the skills of the player. This is executed in the form of 30 screens appearing throughout. Some of the car crash screens are hilarious: they show the UN officers buried up to their heads in ant hills or facing the music from a well known dictator."

So what about the game's background? System 3 revealed all:

"Turbo-Charge started life as 'Borderline'. It was planned as a high

speed driving game with the emphasis on sharp-shooting. The game would be set around the world's most troubled frontiers with the player taking the role of a UN Customs controller in a friendly country lumbered with the job of preventing Western Arms reaching the wrong hands (get it?) across the border, even if it meant crashing through the border posts and facing certain death at the hands of a dictator on his own turf.



"After much thought, we decided to set the game in the following

trouble spots: South Africa's border with Zimbabwe, Thailand's border with Cambodia, Panama's border with Colombia, Ulster's border with Eire, West Germany's border with East Germany, America's border with Mexico, Hong Kong's border with China and Egypt's with Libya.

"However, during development, Germany re-united itself and there was some concern that the Northern Ireland crisis was a little too close to home. Just as we were running out of ideas for replacements, Saddam Hussein sent us a fax, saying that he



would create a brand new border dispute for a small royalty and loading screen credit, thus we were able to add Saudi Arabia's border with Iraq to our list." Hmmm!

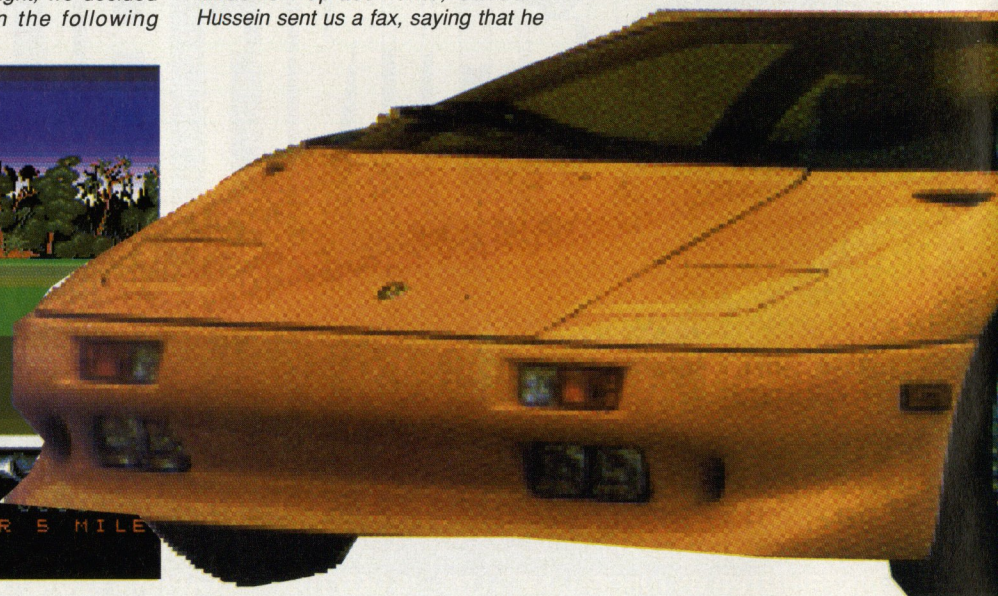
The final game will boast a large variety of sprites with backgrounds appropriate to the scenarios. Their supreme confidence in Turbo-Charge's ability to succeed is in evidence here:

"There's lots more action and atmosphere compared to similar games. It contains a style of car handling that lends itself beautifully to this type of road-blaster. Also, in typical System 3 fashion, there is an emphasis on detailed and glossy background graphics."

Already, System 3 are planning another driving game. Based around the exploits of Grand Prix drivers, it is due out in the latter half of 1992.

Meanwhile, you can expect to see Turbo-Charge hitting the shelves in the cold month of February, after what will have been around 14 months of intense development.

It gives us all something to look forward to in the New Year. Thanks to Adrian Cale for his valuable help.

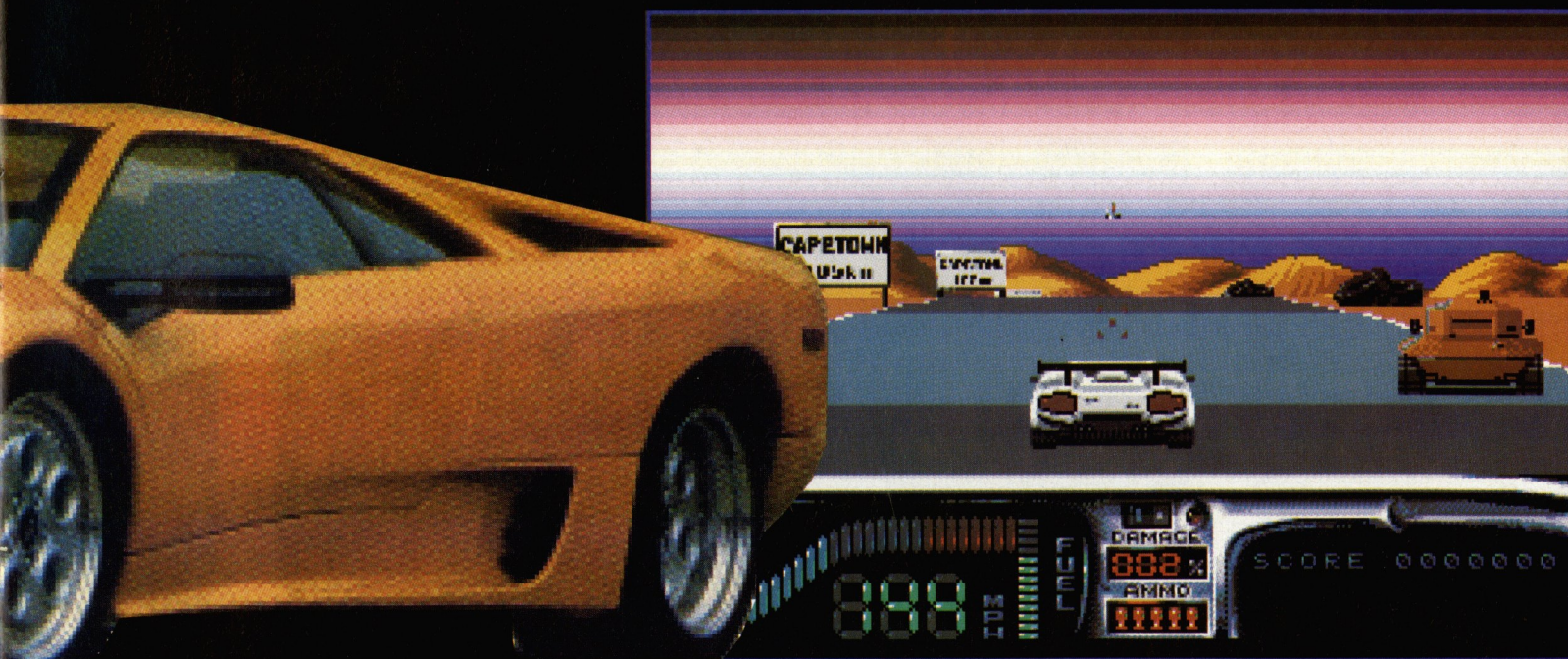




ACTION INFO

TURBO-CHARGE SYSTEM 3 £ TBA

The guys known for Ninjas have an air of great confidence about them when you mention Turbo-Charge. Early signs seem to justify their strong feelings. Turbo-Charge is an attempt to program a driving game with a difference. interesting plot, speed, and attractive graphics seem to have been combined and implemented very well. Provided the next couple of months is spent as productively as the past year, you can expect a new kind of driving excitement to infiltrate your homes. You can also expect a full Amiga Action review as soon as it's humanly possible.





Rugby

The World Cup



SPORT SIM



Rugby is one of those sports that you either love or hate. I fit into the latter category. I never have liked it, and probably never

will. Lately though, it's been very difficult to avoid, what with the Rugby World Cup and all that. So, you can imagine my delight when Domark's official World Cup edition made its way into the Amiga Action offices.

At a glance (or should I say from a distance?) you could be mistaken for thinking this is Kick Off. The aerial view, the small players and the smooth scrolling pitch certainly strike a glaring resemblance to the top footy kick about. In terms of playability however, it's (obviously) completely different, because this is Rugby Union, not football!

SWING LOW, SWEET CHARIOT

Initially you must decide whether to play a two player game, a single match involving one human and a computer simulated opponent or a fully fledged tournament. The latter option allows you to play the part of any or all of the sixteen countries competing for the 1991 title. The

WORLD CUP RUGBY — THE FACTS!

The Rugby World Cup was apparently the third biggest sporting event in the world after the Olympic Games and soccer's own World Cup. It consisted of 32 matches altogether played at no less than 19 venues and attracted television audiences of over two billion.

In all, there are 16 teams that took part in the final which were split into four pools. The initial part of the tournament was a league based system, where the winner and runner-up of each pool qualified for the second part, the knockout stage. Eight teams remained and had to battle to the death. The eventual winners, New Zealand, became the World Cup holders for the next four years, when it will all start again.



Once you've scored a try, the viewpoint changes to display a conversion attempt. All you need to do is stop the white cursor between the sticks.

team you pick determines the strength, speed and overall skill of your team.

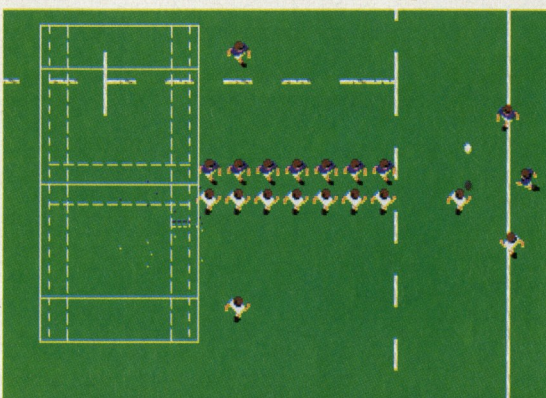
Playing the game is a doddle. You control your players using the joystick to run around the pitch. The player you control is highlighted by a line beneath his body. Using the fire button, you can pass the ball to the left and right, or punt the ball forward.

WAGGLE, DON'T HAGGLE

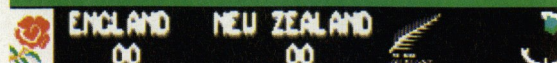
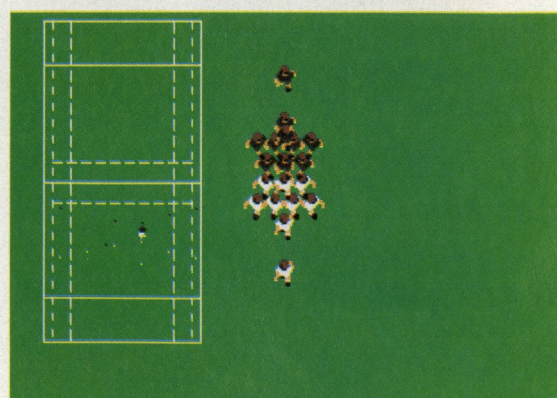
To tackle a player in possession, simply run into him and hope for the best. Very frequently this results in a

scrum down, where all the players push hard in an attempt to gain possession. The strength of your scrum is determined by your joystick skills. The faster you waggle, the greater your chance of success.

Once you've managed to run the ball over the line (a try) the display switches to a picture of the posts. In the centre of the screen is a moving cursor which must be stopped between the posts to score a deserved conversion.



If the ball goes into touch, a line out is initiated. Wagging the joystick is once again the order of the day. If you succeed, the ball is passed out to the scrum half.



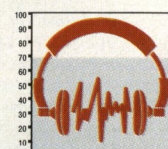
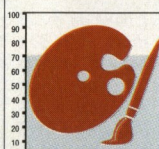
To win control of the scrum and gain possession, you must waggle the joystick as fast as is physically possible. A stronger team makes your life a little easier.

ACTION INFO

RUGBY - THE WORLD CUP

DOMARK £ 25.99

TEAM: WALKING CIRCLES



I am not into Rugby, and I am definitely not into half hearted attempts to simulate the sport either. Don't get me wrong, Rugby - The World Cup isn't that horrendous and it may well appeal to fans of Rugby Union for a short period of time. Unfortunately, it is far too simple to master and it is far too easy to win the World Cup. One simple punt and a long run usually results in a try and even the trickiest conversions can be easily converted. The regularity of the scrummages and the tedious, seemingly infinite, joystick waggling puts a very putrid flavoured icing on an extremely dodgy cake. Pete

LEAGUE RATING

40 WILD WHEELS

41 RUGBY-THE WORLD CUP

42 SUPER LGE. MANAGER

S P O R T S S I M

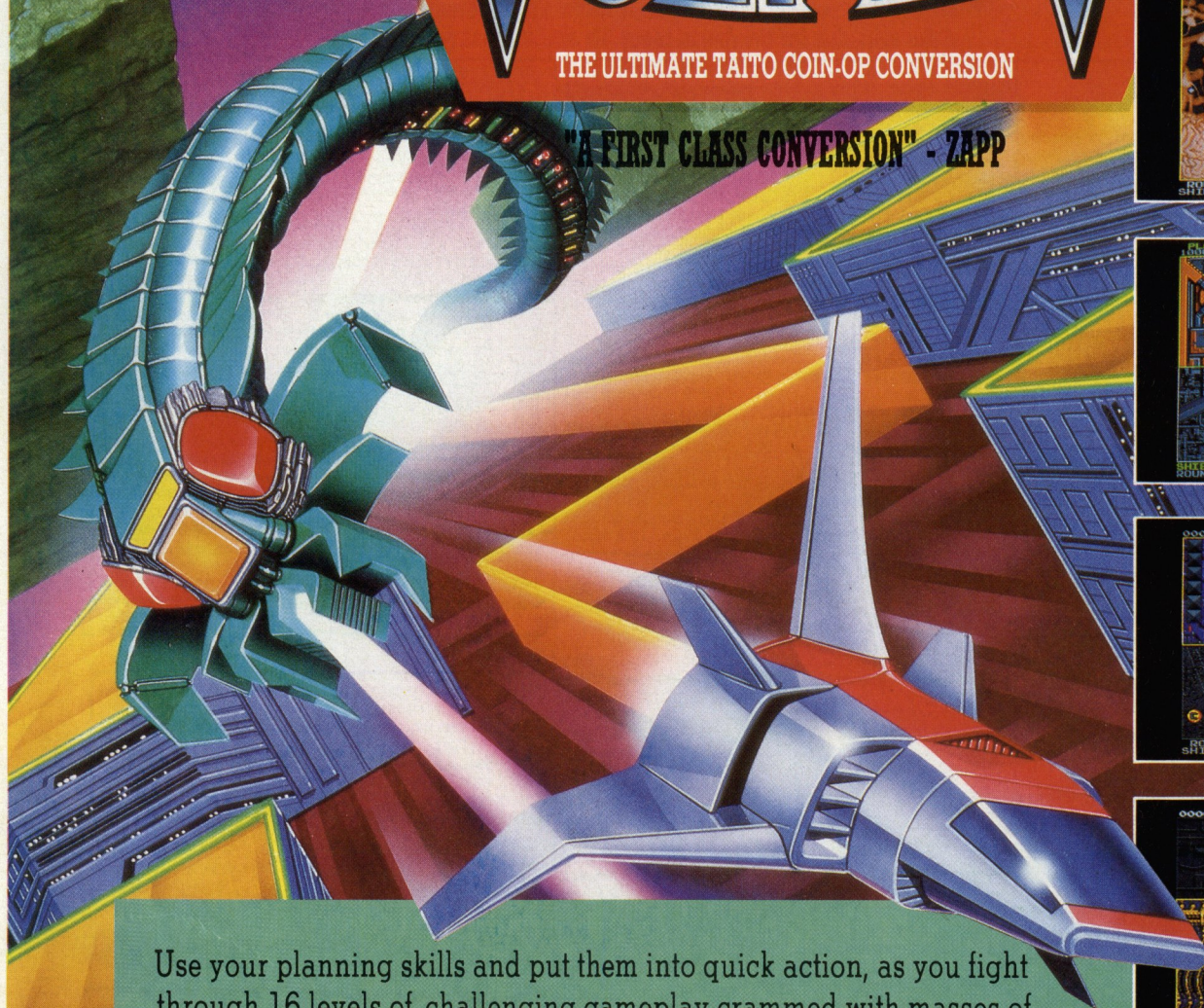
"VERY SLICKLY CODED WITH TERRIFIC ATTENTION TO DETAIL - A BRILLIANT CONVERSION" - COMMODORE FORMAT

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"A FIRST CLASS CONVERSION" - ZAPP



Use your planning skills and put them into quick action, as you fight through 16 levels of challenging gameplay crammed with masses of enemies, special and hidden bonuses.

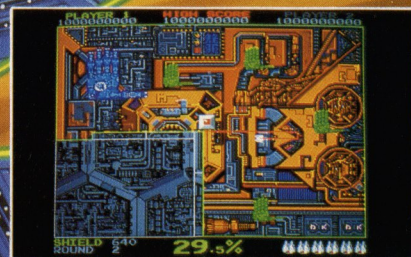
Pick up extra powers like lasers, power-ups and time stops and face the ever changing massive "Boss Alien".

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UTILITIES

U001	A-Gen (1 meg)	Trace your ancestors
U003	Alpha Flight Demo Creator	With Instructions
U005	Amibase	Excellent database system
U006	Amigazer	For those astrologists
U012	Anti-virus disk	Useful Killer
U014	Batmania	Batman's alternative workbench
U016	Biorhythms (1 meg)	Chart your feelings
U017	Business pack (3 disks)	D/base, S/sheet, W/P
U020	C-Manual (3 disks)	Guide to C-programming
U024	Catalogue Maker (2 disks)	Good; be patient!
U032	Enable	Puzzle Creator
U033	Education 1	Learn German
U035	Education 3	Weather
U036	Education 4	Evolution
U042	Gurubuster	Blitz those meditations
U043	Intromaker	As it sounds. Good
U045	Jazzbench	Another good W/B alternative
U049	Mandlebrot Explorer	Excellent pics
U050	Master Virus Killer	Recognises over 100 viruses. Essential
U052	Business Card Maker	Simple, but useful
U053	North C	Compiler
U061	Games Music Creator	Fav. composition writer
U062	House Samples 1	Loads samples. Suitable for GMC etc.
U073	Sid v1.06	CLI helper. Very popular
U075	Spanish Tutor	Bueno!
U076	Star Trekker	8 channels, sampler. Superb
U077	TBag 31	Includes boot intro
U083	Workbench Fun!	More W/B alternatives
U084	Wordwright	For all you ditzies!
U089	Journal	Very good account-handler
U090	Text editor	Also text-paint
U091	Chet Solace	Utis. extravaganza plus game
U092	Cartoon Brushes	Lots of famous characters
U093	Jamcracker	Songcreator from Vision. Well presented
U097	Red Sector demo maker	Recent. Exc. disk
U098	Database Master	Comprehensive AMOS database
U099	Noiseplayer v3.0	Loads more modules
U101	C64 Emulator	Take your Amiga back to basics
U102	Multipippers	Plus Sanity and Pacman copy
U103	Word Frenzy	Good wordprocessor
U104	Golf Recorder (1 meg)	Excellent disk, with pictures
U105	Personal Address Book	Useful utility
U106	Med v3.11	Latest sequencer version
U107	TSB Vector Designer	Special Brothers classic
U108	Picture Help	Convert Ham pics
U110	Messysid v2.0	PC to Amiga file transfer
U111	Tarot (2 disks)	Amiga card reader!

DEMOS

D010	Animations '91	3 anims, including rocking chair
D012	AMOS Game creator	Demo of AMOS's capabilities
D015	Agatran Star Wars (1 meg/2 disks)	Captivating graphics
D016	Acid Music	Some wicked mussec & graphees!
D017	Addams Family	Slideshow of TV series
D020	Bowie Demo	David Bowie of the past
D022	Budbrain Megademo (2 disks)	Still one of the best disks around
D021	Budbrain 2	The equally brilliant sequel
D023	Bass Megademo	Electrifying graphics & pulsating beat. Get it!
D027	Beastie Boys	Excellent presentation
D032	Chap-o-prodn	Funny cartoons
D036	Coma/Cebit/Victory (1 meg)	Classic Acid-type demos
D037	Cool Cougar (1 meg)	Classy cartoon
D041	Congaman (1 meg)	Bongo player anim.
D048	Dream goes Berserk (1 meg)	Astounding graphics & imagination
D049	Desert Island slideshow	Gruesome pics. Good
D058	Enterprise leaving dock	Famous animation

D060	Elvira	The sexy lady endows herself!
D061	Elvira Activities	Now move her body!
D062	5 Ways to kill a mole	Funny. Not for animal lovers!
D063	Fillet the fish	The possible sequel to Puggs. A must
D064	Fraxion Fantasy	Gothic slideshow
D067	Fraxion Horror	Chain-saw macabre cartoon. V. popular
D069	Franklyn the Fly (1 meg)	Long cartoon on cute little Franklyn
D075	Girls of sport	Pretty shots of talented girls
D078	Goldfire ultimate fx	Excellent produced. Watch those bobs!
D082	Holsten Pils	Demo reproduction of ad.
D083	Home & Away	Down-under disk
D092	Irag demo (1 meg)	Topical cartoon. Bush meets Saddam! Bang!
D099	Jesus loves Acid	Mindblowing music and graphics
D103	Legend of Billy the Kid (1 Mb)	Long running animation. Good
D106	Madonna cartoon anim.	One for the fans
D114	Mike Tyson anim.	Well compiled
D117	Magician v2.0	Recently appraised animation. Recommended
D126	Neighbours	Slideshow from Ramsay Street
D128	Punk croc crew megademo	Now see Jason get shot! Ha!
D129	Puggs in Space	Brill cartoon. Puggs finds it's a different world
D131	Pussy: Innership	Demo, Music, Game. Recommended
D132	Phenomena demo	Top-quality demo
D143	Ray-traced pics	Some lovely pictures. Loads off W/B
D146	Red Sector megademo (2 disks)	RSI's classic
D148	The Run (1 meg)	T. Richter's car-chase animation. Good
D154	Subway Clapping World	Music & graphics. Oldie favourite
D162	Stealthy Manoeuvres (1 meg)	Excellent demo
D166	Star Trek Animations	Anims. of USS Enterprise
D177	Star Trek Animations	Agatran no.17 More like above. Good
D189	Viz Slideshow	Fat slags & other in this slideshow
D200	Silents Bluehouse (2 disks)	Game, demo & great music. Excellent
D201	Sickness simulator	Amusing sounds such as farts, belches etc.
D205	SAC 53	10 quality demos
D208	Dragon Slideshow	Compilation
D210	Kick Off 3	Good Music
D215	Another 5 ways to Kill a Mole	It gets sadder!
D218	Mr. Potato-Head	Funny demo of dance failure
D220	Dirty Minds	Harmless naughtiness!
D222	Greenepeace	Informative demo on green issues
D223	Evolution Slideshow	How the world grew up
D225	Reincarnation of Sgt. Pepper (2 disks, 1 meg)	Beatles classic
D226	Virtual World	Best demo of year?!
D228	Bo Derek Slides	Pretty pictures
D230	Star Trek Slides (2 disks)	From TV series
D231	Mr Potato Head 2	Humorous sequel

MUSIC

M001	808 State remixes	Four good tracks
M006	Batdance remix	Really good disk. Catchy stuff
M010	Bachbusters	An alternative sound to composer's version!
M013	Crusader's Bacteria	Excellent production from the music maestros
M016	Depeche Mode	8 Tracks of reasonable quality
M023	Digital Concert 2	Flash Prod'ns. First of five compositions
M028	DJ Disco Leif's Hits	Really good presentation and beat
M032	Godbrain loves the world	Great acid-house musak
M038	Hugo's Xcentria	This has to be one of the best house disks
M039	I Love Technology	Recent production from Beatmaster. Good
M052	Original Rips 3	Compilation of the best PD music
M053	Pendle Europa Xmas song	Mistletoe music again
M057	Powerpack 3 (1 meg)	Includes Vanilla Ice track
M059	Powerpack 5 (1 Mb)	4 classy house tracks
M062	Random Access	Art of Noise and more. Startling acid track
M066	Sydney Unblooded	Sample of perfect clarity. Worth a listen
M068	Sound of Silents	7 songs from Silents
M078	Zee's Hip Hop disk	Slightly aged now, but good music
M080	Pet Shop Boys	Manic mix
M081	Miami Vice	Theme music remix
M085	James Bond Remix	Catchy Stuff
M086	Great Balls of Fire	Goodness gracious

GAMES

G001	Autobahn 3000	Control ball through tunnel. Hard
G004	Airwar	Fighter simulation. Good shareware game
G005	All New Star Trek (2 disks)	USS Enterprise classic. Best one
G008	Balloonacy	Destroy city from balloon
G010	Breakout	Classic bat & ball game
G011	Blizzard	Horizontal shoot-em-up. High quality
G013	Bullrun	War-game, based on US Civil War. Control army
G014	Adventure Solutions (2 disks)	Loads of hints of commercial games. Good
G015	Crossfire (1 meg)	Excellent game written in AMOS
G019	Dungeon Delver (2 disks)	Difficult adventure quest
G021	Demolition Mission (1 meg)	Similar to Balloonacy, good fun
G022	Escape from Jovi	Guide ship to safety. Simplistic graphics
G029	Flashbire	Old favourite. Get to alarm clock
G031	Gravattack	Control spaceship, picking up keys
G038	Jeopard (1 meg)	Risk-type strategic game
G040	Holy Grail (1 meg)	Text adventure
G043	Learn and Play 1	Good for the kids. Blackboard maths. etc.
G050	Master of the Town	Use mouse to smash windows. Very addictive
G049	Megaball (1 meg)	Excellent game. Improved version of Breakout
G055	Mechforce	Strategy game
G056	Monopoly	Board game on disk
G059	Nethack (Fish 460)	Good adventure game, recently appraised
G060	Pipeline	Build an oil pipeline
G061	Pick up a puzzle (1 meg/2 disks)	Fit the pieces. Good for the kids
G062	3D Pool	Control cue with mouse, and it's all pot luck!
G063	Pacman	The classic game still here
G065	Pixie Kingdom (2 disks)	Tricky adventure game. Good
G072	Star Trek: Next Generation	Not as good as G005
G077	Seven Tiles	Excellent speedball game from Alpha
G079	Treasure hunt	Find the hidden treasure. Good graphics
G081	Trek Trivia	Test your Star Trek knowledge
G083	Wooden Ball (1 meg)	Score three goals to win
G084	Wet Beaver Tennis	Simple, but good fun bat & ball game
G086	Wraithed One	Good general knowledge quiz
G088	Pair Crazy	Match the piccies
G094	Zeus	Simple puzzle game
G096	Assassins games comp	Very good. Includes Tanx and Amigoids
G097	Tomptespelet	Speedball game
G098	Battleforce	Control battle of robots
G099	Cabaret Asteroids	Best version yet. Recommended
G100	Towers of Hanoi	Adventure game
G102	Simulation 1 (1 meg)	Recommended. 5 games including Metro
G107	Serene 2	Shoot-em-up sequel
G110	Lady Bug	Similar to Pacman. Good stuff
G114	Buck Rogers	Good multi-level shoot up
G115	Survivor	Role-play an alien! Excellent
G117	Midnight Thief	Addictive text adventure
G118	Downhill Challenge	Skiing simulation
G122	Cubulus	Rubik-cube clone
G124	Napoleonic Warfare	High-quality simulation
G128	Raid	Good Shoot-em-up
G129	Stock Market	Speculate at no risk!
G133	Escape	Good platform game
G134	Star Trek (3 disks)	The original version
G135	No Mans Land (1 Mb)	2 player shoot-em-up
G136	Empire	Role-playing game

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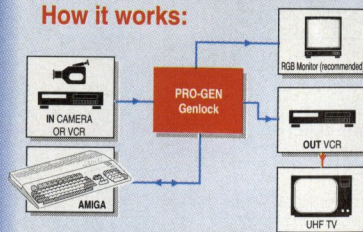
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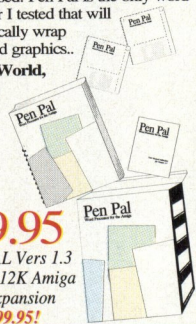
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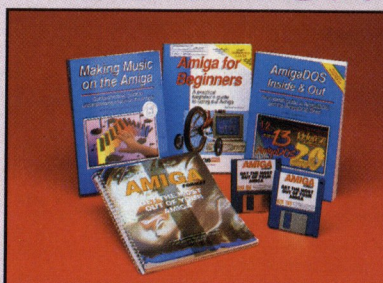
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CITIZEN 124	BLACK ONLY	£4.95	£24.95	N/A	N/A
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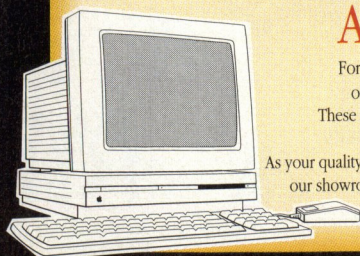
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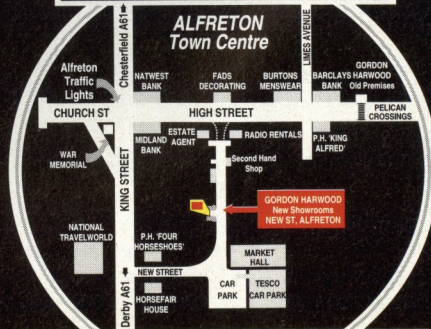
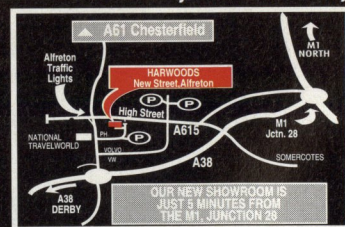
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Fort Apache

STRATEGY



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So grab your can of beans, a six shooter and get ready to join the US Cavalry in Fort Apache.

You take on the role of a newly appointed Captain at Fort Apache in the Devilbush hills. You have to protect the stagecoach, railway and local ranches from raids by outlaw gangs and marauding Indians. In addition to all this you must keep the peace with the Comanches and prevent people from entering the Gold Mountains.

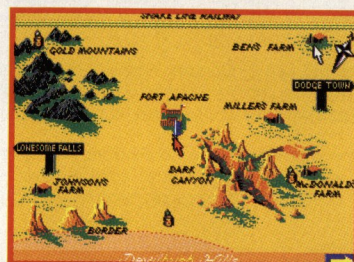
While performing these peace-keeping tasks, which involve a lot of shooting, you're trying to train the inexperienced members of your troop. Once up to scratch the soldiers will be transferred back to Fort Dix to help in the war. Your tour of duty will last one year and should you do exceptionally well there is a fair chance that you will be promoted to John sorry, thats, Major.

EASY A LA CARTE

Using a simple menu system you can set up patrol routes, send small forces off to settle areas of unrest, march your whole platoon in to attack a gang of outlaws or just hang around in a spot where trouble occurs regularly. Once you have dealt with the trouble makers and returned your troops to base you must complete your paper work.

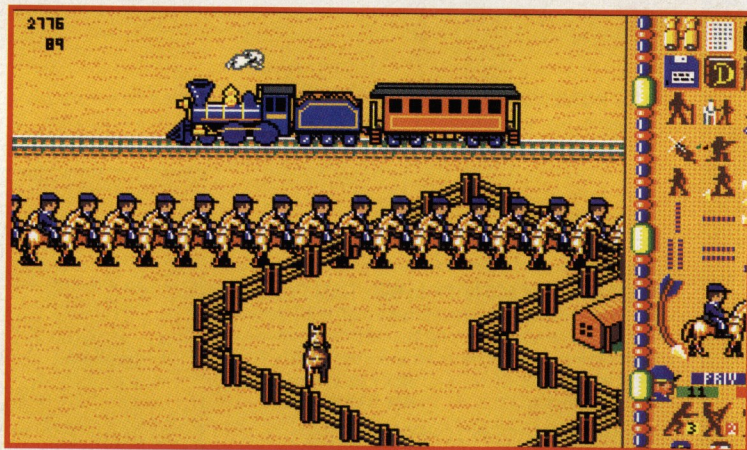
Memos have to be sent out and the performance of your troops must be both assessed and evaluated. Being a soldier isn't all action, you know!

OVERALL
SCORE
72%



(Above) The area map allows you to choose a small patch of ground and take a quick look at it without having to send a patrol. If something fishy turns up you can act on the situation.

(Below) Whooo, Whooo! What western type of game would be complete without a railroad and a train that delivers the post to the frontier towns. You have to protect these nice chaps from outlaws.



UNDER ATTACK

1. **VIEW MAP:** Allows you to check out the lie of the land.

2. **WRITE MEMO:** Even a big soldier like you has to do paperwork.

4. **DISK OPERATION:** You can load or save the current game.

5. **DIARY:** Keep your memoirs up to date and check your troopers performance.

3. **SCOUT:** Your scouts will tell you of any trouble spots in the area.

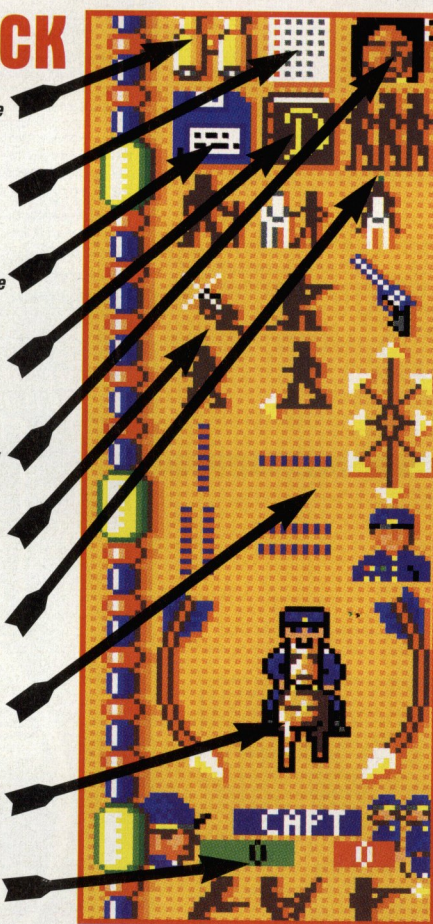
7. **COMBAT:** Selects the method combat that you wish to employ.

6. **CONTROL MODE:** Switches between individual or group control methods.

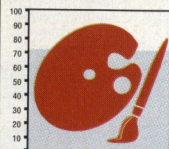
8. **MOVEMENT:** Change your formations or go on a long march.

9. **TROOPER:** Indicates the type of trooper that is awaiting your orders.

10. **STATISTICS:** Everything from firing ability to health rating is shown here.



A C T I O N I N F O



FORT APACHE
IMPRESSIONS £25.99
TEAM: E. GRABOWSKI & E. CASSY



This is another in a long line of Impression releases that follows a similar style, in that it draws its inspiration from table top wargames using miniature figurines. The control system will be familiar to anybody who has played the previous Impression releases (Rorkes Drift, Cohort and the like) and is quite easy to pick up, but the gameplay is unfortunately lacking. Out of the series, this is most definitely the best of all the games, but it still fails to impress me to a great extent. Without any doubt, a case of 'Try before you buy'.
Jason

LEAGUE RATING

37 TOWER OF BABEL

38 FORT APACHE

39 LIFE AND DEATH

S T R A T E G Y

Brides Of Dracula



In the depths of Transylvania lies the castle of the Eccentric Egomaniac Vampire Superstar Count Dracula. In his never ending quest to prove what a guy he is to all his chums, he's decided to get seriously married. He already had a tip off that the nearby village of Bistritz is home to some thirteen particularly foxy chicks - just the number he was looking for!

"Only Gonzo Games could take what seems to be a sensible plot - mix it with Monty Pythonesque humour and twist it around until it is beyond recognition - and still bring off the idea superbly. That's exactly what Gonzo has done so expect the unexpected" Atari ST User Star rating Accolade 92%

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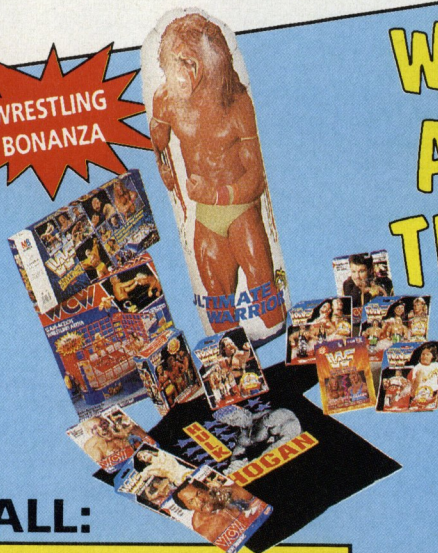


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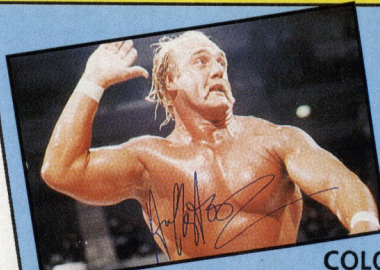
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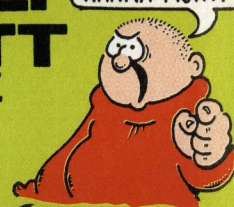
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WANNA FIGHT?





The usual bounding from platform to platform over the typical bad guy in a familiar nasty infested world. Still, at least you know what to expect before buying the game.

PLATFORM



Wearing the latest in designer rags and brandishing a rather decrepit short sword, you, as Hagar, must roam the screens of platforms in the search for the necessary items to continue onto the next level.

There are usually four objects to find which are all graphically displayed in their full glory to you previous to your forthcoming capers.

Each level is inhabited by a variety of unfriendly foes, from killer caterpillars to knights in unpolished armour. Pressing fire will cause you to fiercely jab your sword at any of your nearby opponents.

By keeping the fire button depressed, a gauge at the base of the screen shows your sword increasing in size. When you release the fire button, your jab will have much more power, proving considerably more effective against those that are able to absorb a number of hits.

Different weapons can be activated by pressing the relevant 'F' keys. This causes the appropriate weapon to shoot into your foe.

As each weapon can only be used once, shops are thankfully scattered about the levels where you are able to replenish your armoury. There are even fireball spells and Smart Bombs.

You'll need all the firepower you can possibly get your hands on to defeat the end-of-level guardians!

Shopkeepers require money. This can be gathered by finding precious jewels which are then converted to hard cash. Also, you can pay a visit to the local tavern where you can buy ale have a hearty snack and try a little gambling if you feel lucky.

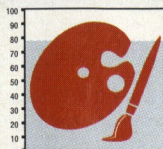
How can you die? Well, you have an energy gauge that depletes should you come into contact with an enemy or fall into deep water.

Lose all your lives and it's the chop for you my laddie!

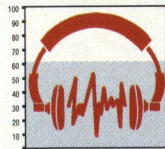
OVERALL
SCORE
73%



A C T I O N I N F O



HAGAR
KINGSOFT £25.99
TEAM: IN-HOUSE



Hagar is a very cartoony affair with a sense of light-hearted fun being conveyed. Although not the most inspiring of games with originality definitely not being its strong point, Hagar is simple and, in the short term, relatively addictive. Once the initial excitement of playing a wicked viking has worn off, the game falls short of other platform titles. Hagar is initially interesting, but it fades into a typical, standard sort of game with nothing special incorporated. Hagar portrays promise for an unknown software company that you should look out for in the future. Alan

LEAGUE RATING

40 MIGHTY BOMB JACK

41 HAGAR

42 FIRE & BRIMSTONE

P L A T F O R M

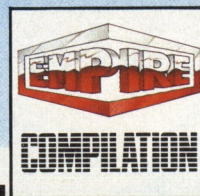
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PROJECT INSPECTION

If you have already browsed through this month's GTGA section, you'll have seen the Utopia guide and put the tips into practice. Unfortunately, these playing procedures will soon be way out of date, for creating a Utopia has only just begun as far as Gremlin and Graeme Ing are concerned. Peter Lee exclusively reveals the truth behind Utopia 2.

UTOPIA

THE CREATION OF A NATION

The



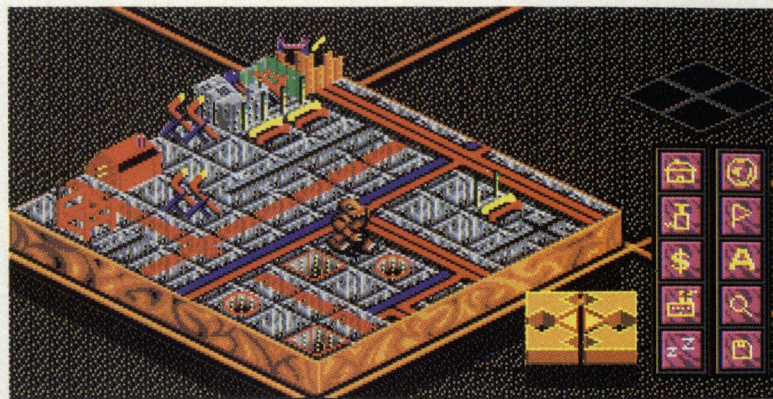
HELP CREATE A PERFECT GAME

Original ideas are worth their weight in gold as far as the software industry is concerned. With so many games available it's virtually impossible to think of anything revolutionary. Therefore, if you've got any interesting Utopia 2 ideas bottled up inside you could win yourself signed copies of Utopia 2 (once it's released of course) and the forthcoming data disks.

Unfortunately, only the top five ideas will win a prize so get thinking quick and you might influence the outcome of what promises to be an excellent game. Send your entry to:

Gremlin Graphics Software Ltd., Carver House, 2-4 Carver Street, Sheffield, S1 4FS.

Gremlin must receive all entries by January 14th 1992.



Creation Of A Nation

STRATEGY



A perfect world eh? Everybody living in harmony, zero unemployment, a functional ozone layer, no adversaries and an endless supply of cash. Sounds appealing doesn't it? Utopia veterans won't agree, they're used to it. For the past several months they've been busily creating this ideal world and soon they'll be ready for more.

Gremlin are well aware of this and they're ready to quench their thirst in the shape of data disks and, towards the end of 1992, a sequel to the highly acclaimed Utopia. Not bad going considering that just over a year ago, Utopia was just a glint in Graeme Ing's eye. "Sim City originally sparked off the idea," admits Ing; "I'm not putting Sim City down in any way cos it's a classic game. I just felt it could have contained so much more. Basically, I really wanted to create a much bigger and better version of Sim City."

Without further ado, Graeme began to develop Utopia under his own development label, Celestial software. Robert Crack who is currently at university and hence will play no part in Utopia 2, was Ing's right hand man along with graphic artist and the enigmatic five star McDonald's expert Berni (his surname remains a mystery).

The media immediately pigeon holed Utopia with several other God style games, which annoyed Ing.

"When we came up with the idea, there weren't any God games around, apart from Populous of course. And, to be quite honest, Utopia shouldn't have been given this label because it's nothing like a God game."

Utopia took approximately one year to create. This includes the several weeks writing up the spec.

"I planned the game out completely from start to finish which took several weeks and a lot of paper.

That's how I like to work. Following this, I tried out a few base routines to see if the whole thing was feasible." It was, and one year on Utopia was released and immediately leapt to the top of the charts.

Before Utopia 2 is devised, Gremlin plan to release a data disk containing a further ten scenarios.

"The only obvious changes will be cosmetic," says Ing, "But the player will have to incorporate new strategies to defend against different alien attacks. It won't be totally revolutionary though, that's reserved for Utopia 2!"

Gremlin hope to release Utopia 2 towards the end of 1992. At the moment it's still at the ideas stage, although on the change has already been decided upon. Possibly the biggest drawback with Utopia was the omission of a visible alien city from the play area. Sending your forces into unknown territory left a lot to the imagination. Ing was quick to agree.

"Yes, the actual alien confrontation was an anti-climax. In Utopia 2 the enemy city will be on the map. Once your forces arrive you'll be able to identify the most important building and instruct your forces to destroy it directly."

This won't be enough to satisfy most game players, so what else can we expect?

"A lot more alien intelligence. I am currently working on some incredibly complex algorithms. I'm going to cram in as much artificial intelligence as I possibly can and hopefully try to get the alien races to react to whatever you're doing."

Whatever Graeme Ing and Gremlin are doing in 1992 will doubtless be watched very carefully. Graeme doesn't dig the fame and glamour that comes with games programming, but if Utopia 2 is any more impressive than its predecessor, he'll find it very difficult to avoid.

ING'S PERSONAL THINGS

Published games of the past?

BSS Jane Seymour, Raider (a thrust clone) and before that a couple of budget sport games.

How long have you been programming?

Easily about 10 to 12 years. Naturally I started on 8-bit and worked my way up.

How did your programming career take off?

Raider was the first game to earn me any money, but BSS Jane Seymour introduced me to Gremlin.

Has the success of Utopia changed your life in any way?

No not really, apart from me finding full time employment with Gremlin. It's nice to have the guaranteed backing of such a big company.

What games do you enjoy playing?

My favourite all times games in no particular order are: Dungeon Master, Sim City and Elite. As a whole I prefer strategy games.

Influential books?

Fantasy and sci-fi books, William Gibson Cyberpunk books. Ringworld and Forever War in particular influenced the outcome of Utopia.

Favourite films?

Blade Runner and Aliens.

Is the future looking good as far as the Amiga is concerned?

I reckon it's got at least another five years in it yet. Starting from now I feel that most games will be one meg only. Utopia 2 for instance, is almost definitely going to be one meg only.

Platform games and shoot'em-ups will move towards the console market, whereas big strategy games will make up the majority of the Amiga market.

Personal ambitions for the future?

I'm hoping to get involved with Virtual Reality. It's just a matter of waiting for the big companies to get involved and the hardware to become available.



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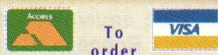
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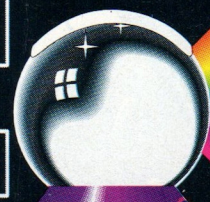
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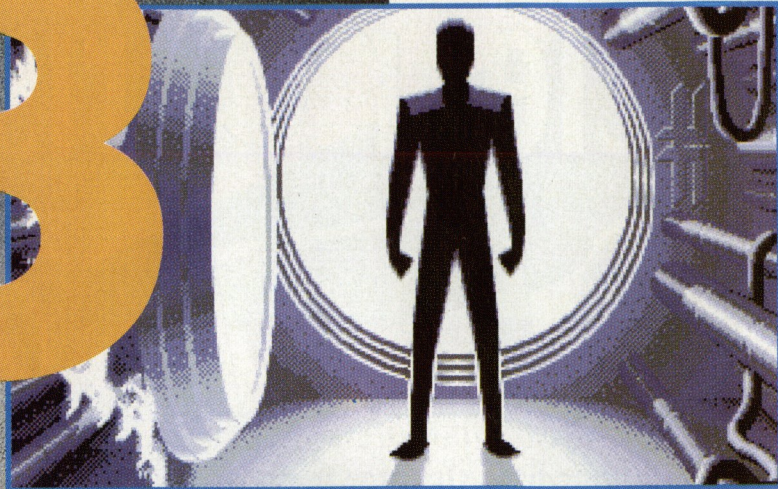
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Robocop 3



ARCADE ADVENTURE



The tin can cop is back on our screens, courtesy of Ocean. You should all know what Robocop is by now. He's a freak law enforcement officer; half man, half machine (a cyborg). Dedicated to upholding the rules and regulations of society, he is the perfect character on which to base action-packed films and computer games.

While previous Ocean efforts at converting the robotic phenomenon have resulted in respectable platform shoot'em-up products, this time they have decided to diversify into 3D vector-filled graphics in an attempt to create something a little different. Admittedly, Ocean and different don't normally blend together but, in all honesty, they do now!

DOUBLE TROUBLE

There are two ways to play the game: the Arcade section and Movie section. As Robocop 3 consists of a number of different levels (there's that word again), playing in Arcade mode allows you to attempt any of the in-game levels at any time. On the other hand, the Movie mode means you have to play the various levels in sequence.

It should be noted that there are minor alterations to each level when in either the Arcade or Movie scenario; therefore, you can't use the Arcade

game as practise for the Movie game. Essentially, though, they're both exactly the same.

FIVE WAYS TO DIE

In all, there are five elements to Robocop 3:

Firstly, driving. Take to the city streets in your Robomobile. Holy metallic mayhem! It's the bad guys charging around the city in an unmarked van. Track them down by utilising the town map in the corner of the screen, then ram them off the road to apprehend the crims. Be wary of the van doors at the back of the van for they can open to reveal trigger-happy armed men.

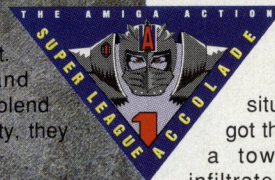
Secondly, the street fight. Nothing like a good brawl, especially when you're equipped with the latest in machine-guns. Blast the street punks before they blast you.

Thirdly, the hostage situation. The bad guys have got the good guys held captive in a tower building. You must infiltrate, and dispose of, the bad guys – being careful that you don't shoot the innocents.

Wander through the many rooms, unleashing volleys of bullets at the terrorists. With unlimited bullets, you've no need to be conservative!

Fourthly, flying. On with your gyropack and take to the skies. Fly through a battlezone, combatting tanks, aircraft and artillery. Detroit was never like this on the TV!

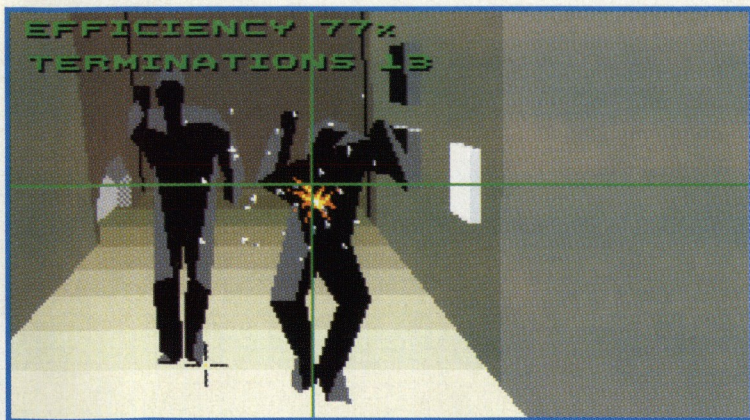
And finally (haven't I heard that somewhere before?) hand to hand combat. The robotic equivalent to Bruce Lee confronts Robocop. Can



From a viewpoint just behind Robocop you cautiously proceed down the alleyway with your gun-grasping arms outstretched in readiness.



Refrain from shooting the walking wounded or your efficiency level will drop. No bad guys here so you'd better explore elsewhere.



As you look through Robocop's eyes, you are confronted by a terrorist. With quick reflexes and a carefully aimed shot you gun him down. Now you must determine very quickly whether the man with him is friend or foe.

you chop it to fragments or are you doomed to be humiliated by the oriental inspired foe? Gripping, isn't it? Actually it is!

All scenes feature 3D graphics with the action played from a number of possible viewpoints (first person perspective, side-on, from behind Robocop, and so on).

During play, Robocop is given an efficiency rating. Each time Robo shoots an innocent person, is shot himself, or collides his car with other road users who have no evil inclinations whatsoever, the rating is reduced little by little.

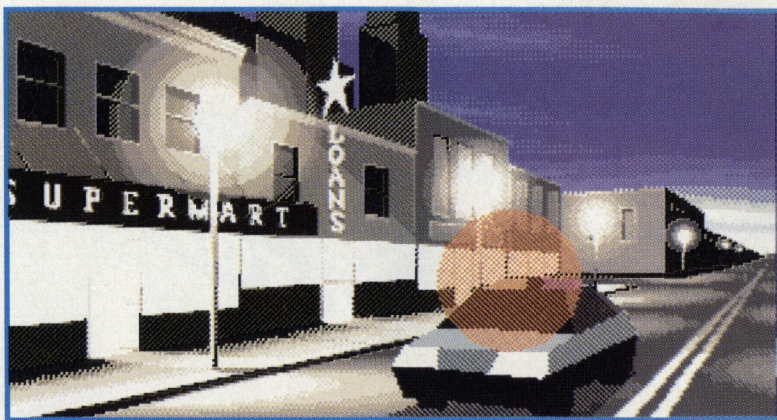
ALL-IMPORTANT EFFICIENCY

The same happens with any negative outcome as the result of Robocop's actions, so ensure he does his job satisfactorily. Should his efficiency drop to 0% from 99%, he's out of the fracas and has to begin all over again.

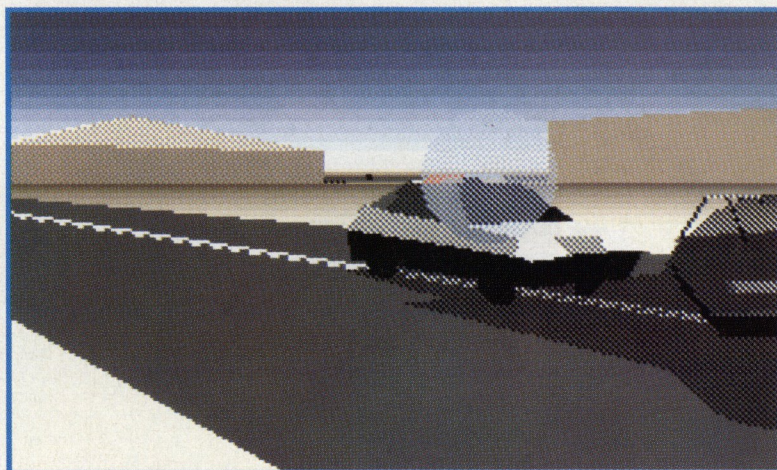
Between stages, news readers

appear to inform you of the current situation. They also tell you about forthcoming events and what will face you on the next level. It's lucky that Robocop watches the news or where would he be? Probably having a wax and polish somewhere in downtown Detroit!

OVERALL
SCORE
90%



The city streets look deserted but, rest assured, no sooner do you think you're safe, when somebody or something will leap out of the darkness to interrupt the peace – usually it's a gun-wielding psychopath intent on reducing you to metal filings.



The in-game driving scene is conducted in a very unusual and impressionistic fashion. The whole aura is futuristic, smooth and speedy with attractive, solid graphics. Nonetheless, it's still a case of chasing the bad guys in society. Go to it, Robo!

A C T I O N I N F O

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Capturing an atmosphere that really places you in the metallic shell of Robocop, you realise that the game's a great credit to the hard work that's gone into programming it. Graphics are smooth and fast while the in-game music complements the gameplay to a highly absorbing degree. There's action, excitement, and a feeling of power as you gun your way through the bad guys. Robocop 3 is different than Ocean's typical movie conversions and, surprisingly, it deserves to be a hit! Is this the beginning of a series of unusually spectacular film titles from Ocean? Hope so!

Alan

LEAGUE RATING

6 EYE OF THE BEHOLDER

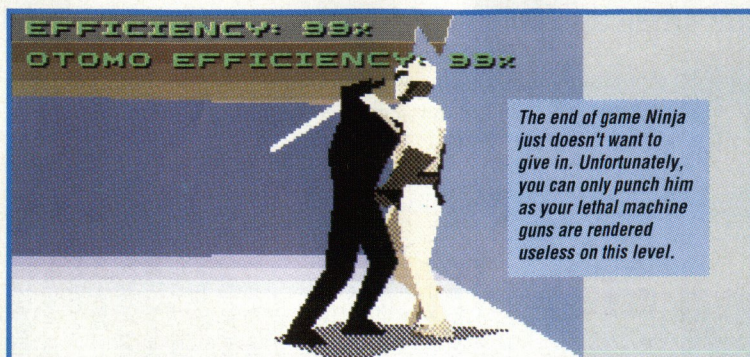
7 ROBOCOP 3

8 CORPORATION & MISSION

ARCAD E ADVENTURE



In the car with Robocop. You're gaining on your target but, as you close in, the rear doors of the van suddenly fly open and a burst of gunfire sprays the road ahead of you. Dodge and weave away from the enemy fire as you try to ram him off the road.



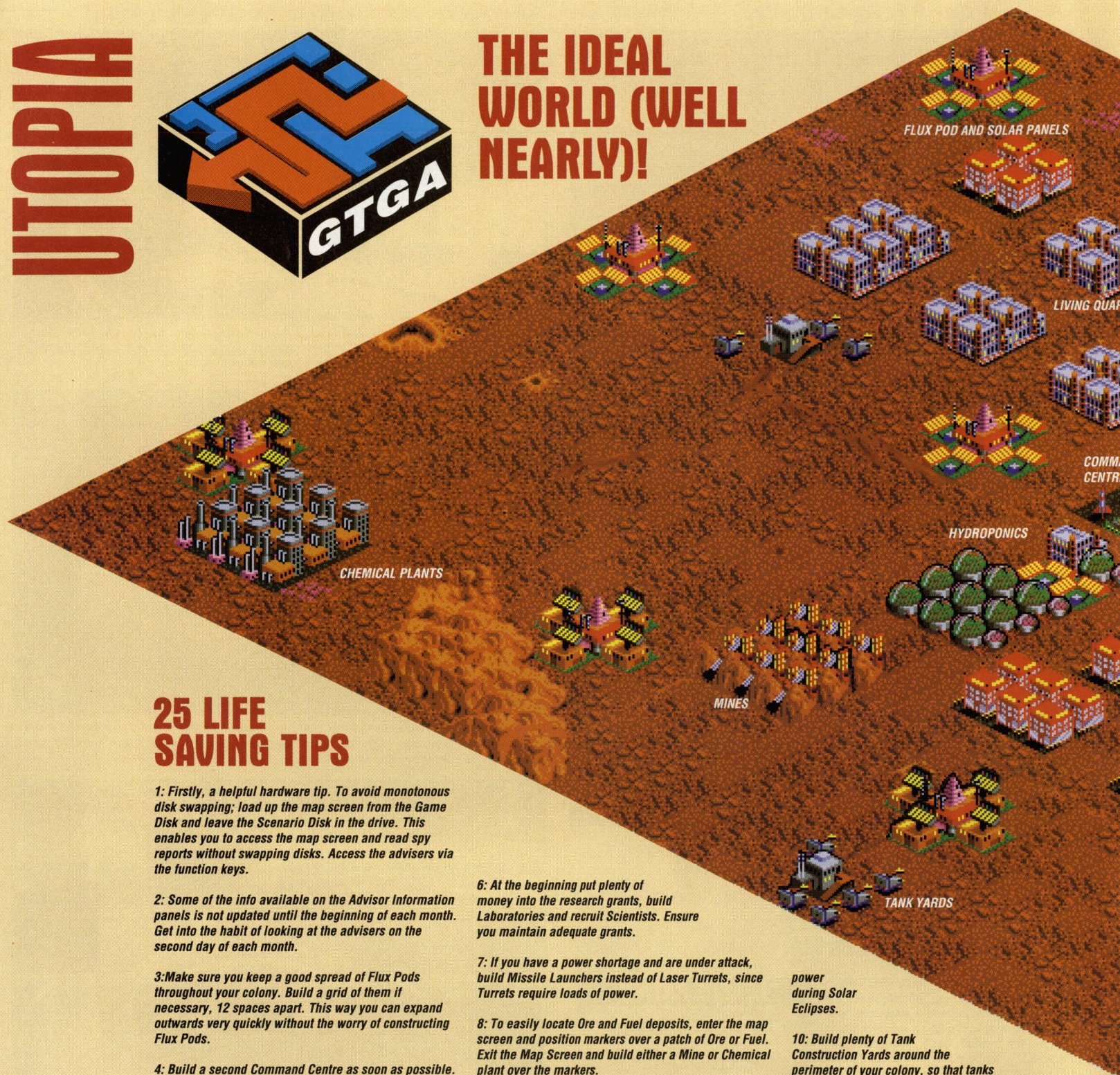
The end of game Ninja just doesn't want to give in. Unfortunately, you can only punch him as your lethal machine guns are rendered useless on this level.



UTOPIA



THE IDEAL WORLD (WELL NEARLY)!



25 LIFE SAVING TIPS

1: Firstly, a helpful hardware tip. To avoid monotonous disk swapping; load up the map screen from the Game Disk and leave the Scenario Disk in the drive. This enables you to access the map screen and read spy reports without swapping disks. Access the advisers via the function keys.

2: Some of the info available on the Advisor Information panels is not updated until the beginning of each month. Get into the habit of looking at the advisers on the second day of each month.

3: Make sure you keep a good spread of Flux Pods throughout your colony. Build a grid of them if necessary, 12 spaces apart. This way you can expand outwards very quickly without the worry of constructing Flux Pods.

4: Build a second Command Centre as soon as possible. You are severely hampered if your only Command Centre is destroyed.

5: Several hospitals have a greater effect upon the Quality of Life rating.

6: At the beginning put plenty of money into the research grants, build Laboratories and recruit Scientists. Ensure you maintain adequate grants.

7: If you have a power shortage and are under attack, build Missile Launchers instead of Laser Turrets, since Turrets require loads of power.

8: To easily locate Ore and Fuel deposits, enter the map screen and position markers over a patch of Ore or Fuel. Exit the Map Screen and build either a Mine or Chemical plant over the markers.

9: Try to avoid building Power Station since they produce hazardous waste products and upset your colonists. Instead build loads of solar panels. It may even be necessary to build a few extra Flux Pods to store

power during Solar Eclipses.

10: Build plenty of Tank Construction Yards around the perimeter of your colony, so that tanks are ready to engage the enemy.

11: Always move tanks to unprotected parts of your colony. Ideally you should have small groups of tanks dotted around everywhere.

small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips

small tips

What the hell has happened to this month's small tips suppliers? Apart from the predicted avalanche of Lotus Turbo Challenge 2 codes we've hardly received any new tips whatsoever. Thankfully, it's a cut down feature this month, so I needn't worry too much. A huge round of applause must go out to Games-X our sister mag for supplying a number of the following cheats.



MANCHESTER UNITED EUROPE

Ha, ha, ha! Manchester United are out of the European Cup Winners' Cup. Thank god for that. I'd just about had enough of all those arrogant United fans rambling on about the cream of Europe and Sparky Hughes. With any luck they'll win nothing in domestic competitions this season either, then all us Liverpool fans will really have something to cheer about.

Anyway if you want to repeat Man Utd's demise in Europe, load Krisalis' latest footy effort and hold down the control and escape keys simultaneously. Your opponent will automatically win five-nil. Now is that true to life or what?

There's absolutely no doubt about it – Utopia was one of 1991's best games. In my opinion, possibly the best Strategy game of all time. It also goes without saying that it was a pretty tough nut to crack and a lot of you, I'll bet, are still having problems raising the QOL rating above 50%. So, thanks to Gremlin and of course, our own experiences, here's the definite guide to giving your colonists the best possible life.



12: If you're desperately short of money, build Workshops and Stores and sell the tech goods that you have produced.

13: At the start of the game, put income tax straight up to 20% and lower it a few percent at a time. Once you're rich, reduce your taxation level to 0% to really make your people happy!

14: If you're having trouble moving tanks around an obstacle build another marker in another direction and send the tank to that marker first.

15: Never send tanks and ships to enemy cities in dribs and drabs. Build up a massive army of about 80 tanks and 10 warships, then hit 'em hard!

16: Maintain roads of about two spaces wide so that tanks can move without restriction.

17: Once you've developed the Land Mine, drop 'em right in front of the enemy!

21: Use the number keys to position markers quickly.

22: Increase military and research grants by equal amounts. This will ensure a regular flow of new inventions.

23: Try and keep your intelligence level to at least normal and ensure your grant remains topped up. Fail to follow this rule will result in a lack of new developments and your laboratories and scientists will be wasted.

24: When you construct a new building, recruit staff at the same time. This way, you'll have people ready to start work almost immediately. To stop production simply lay off parts of your work force.

25: Save up your money, and buy the Utopia Scenario disk as soon as it's released. According to Gremlin we they should be available about now. Utopia 2 is planned for later this year. Check out this month's feature on Graeme Ing for even more details.

UTOPIA

small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips



TERMINATOR 2

This typical Ocean film licence is a bit on the difficult side, or so I am told. I can't admit to being an ardent fan of Ocean film tie-ins (sorry Ocean, it's nothing personal), although Robocop 3 is quite superb. Check out the review in this very issue.

To skip levels all you need to do is pause the game, press every function key consecutively and unpauses the game by pressing the fire button. Whenever you feel the urge, simply press the escape key to skip levels!



RAILROAD TYCOON

Any budding British Rail bosses will no doubt enjoy this particular cheat. To earn a truck full of notes, simply hold down the shift key and hit the number four key to produce a dollar sign. You'll immediately inherit outrageous sums of dosh. Apparently, this cheat only works from the main continent map.



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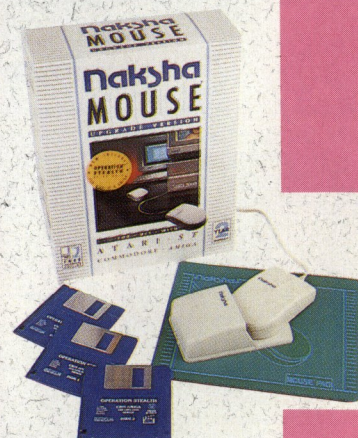
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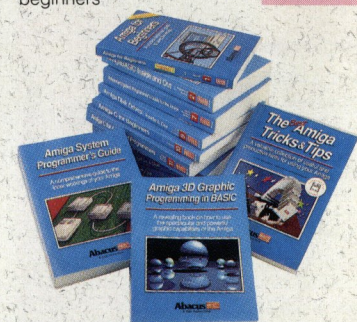
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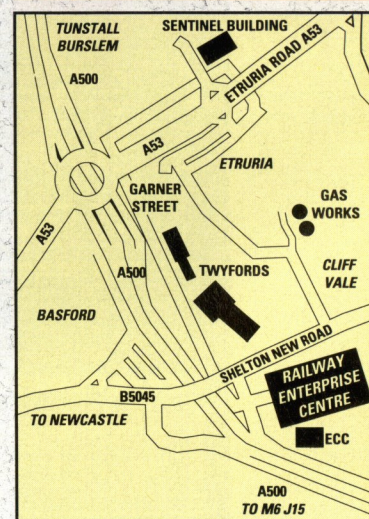
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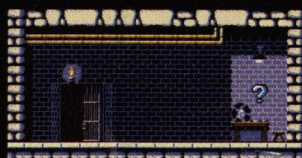
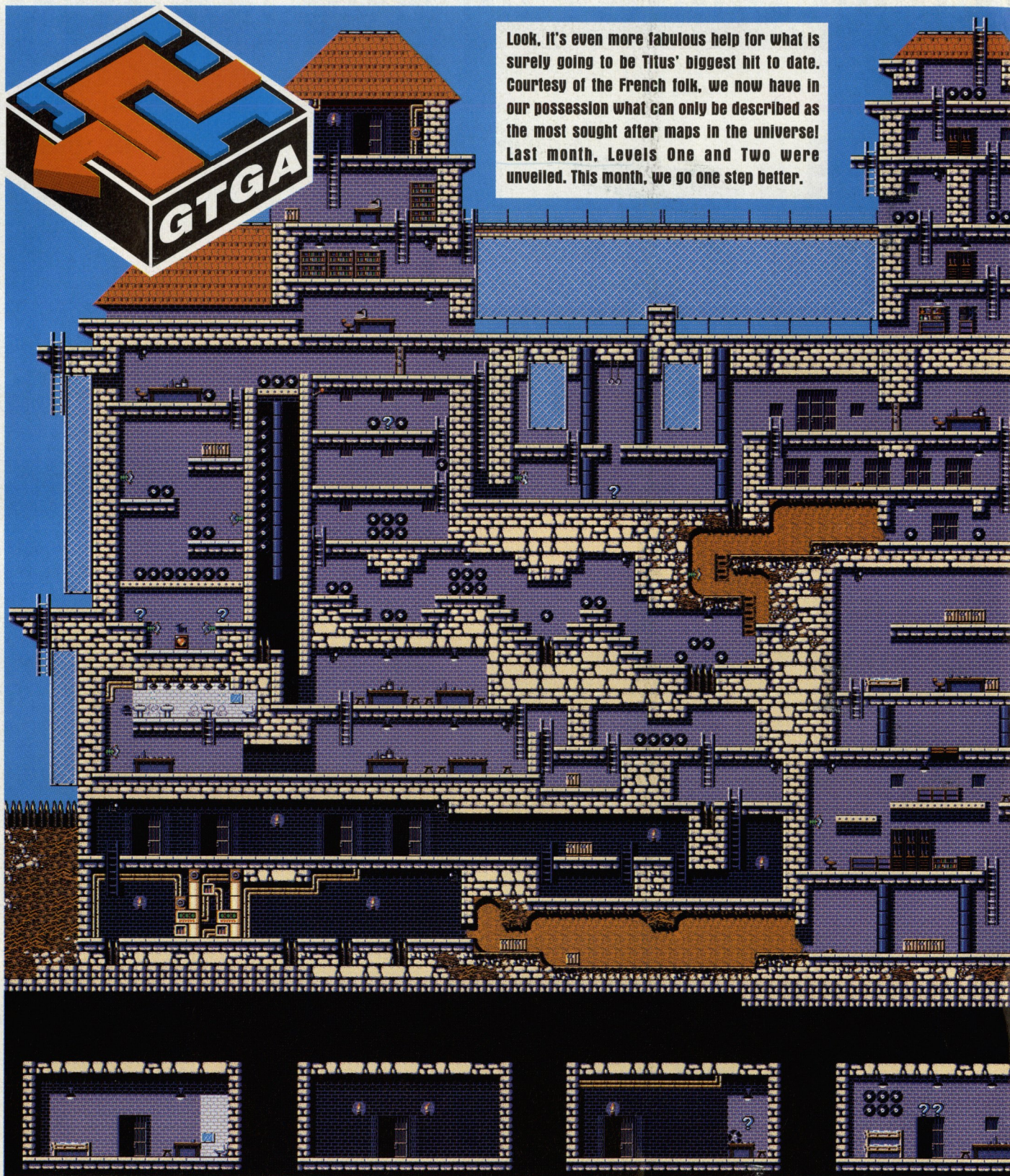
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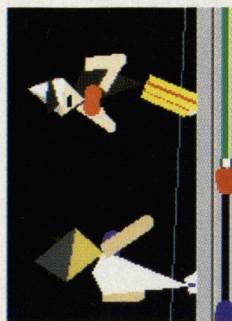
THE BLUES BROTHERS



Look, it's even more fabulous help for what is surely going to be Titus' biggest hit to date. Courtesy of the French folk, we now have in our possession what can only be described as the most sought after maps in the universe! Last month, Levels One and Two were unveiled. This month, we go one step better.



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4-D SPORTS BOXING

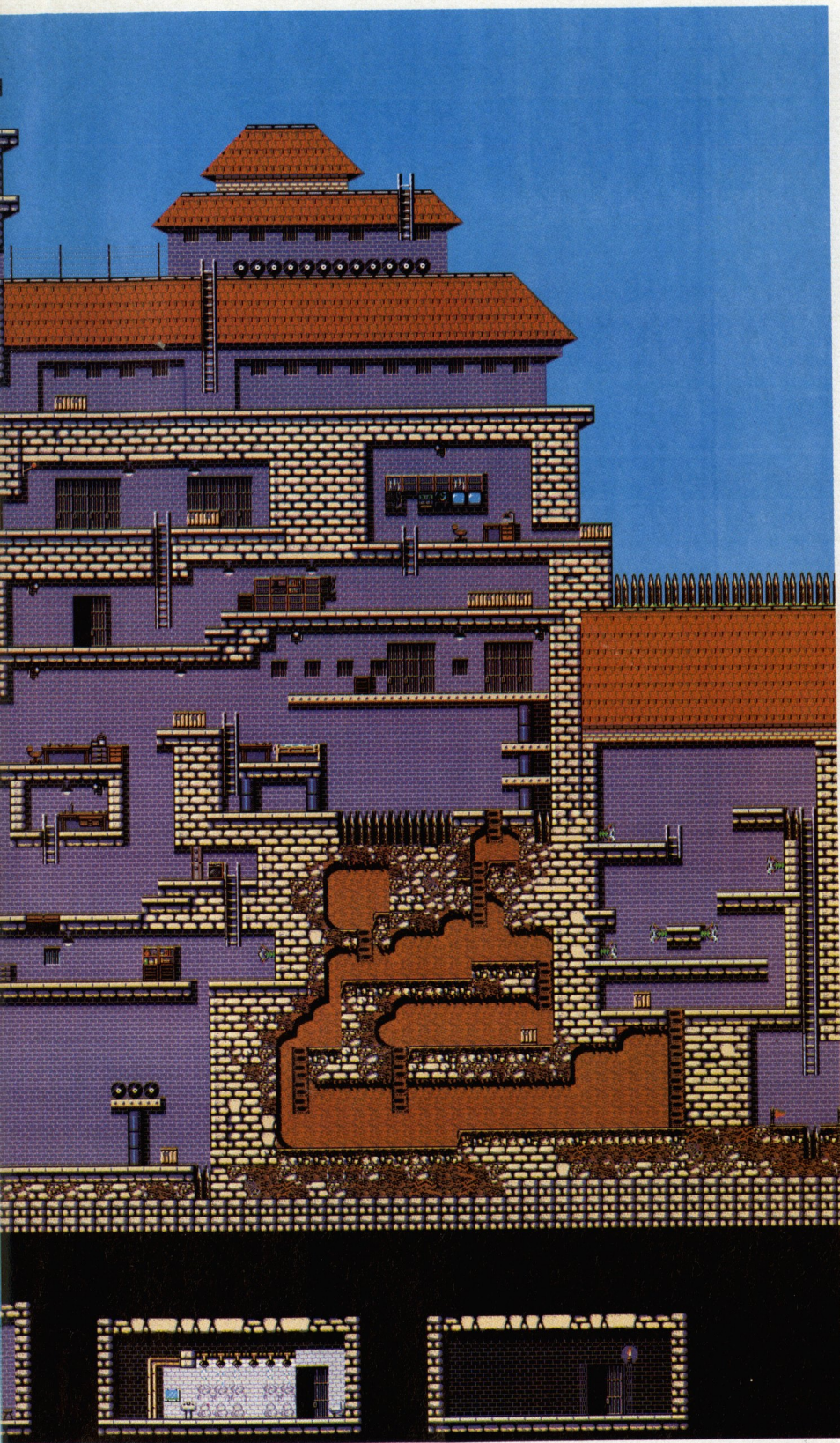
Mindscape's latest efforts have resulted in this boxing 'disappointment'. Always compassionate and caring, Amiga Action thought we would quickly put you out of your misery if you bought this game.

To race through the ranks, place a lot of emphasis on your Strength meter on the training screen. Then when fighting, keep your finger on the fire button and walk towards your opponent. Don't bother trying anything else as this tactic will KO everybody!



LOTUS II

We've had lots of letters, offering the level codes for all stages of this fabulous game, and we've printed them elsewhere in this section. However, arriving late on our cluttered desks was this little marvel from Michael Hieroglyphic Surname in Belfast: according to him, if you type in the word "TURPENTINE" when it asks for the password, there will be a surprise in store for you. As a result of your clever input, the race clock will stop ticking, so you will no longer be required to finish the various stages within the strict time limit. Not bad for somebody who can't write!



LEVEL 3

One of your vital music-making pieces of equipment can be found here, in the jail. With Arnie lookalike guards, you'll have to have a good spring in your step to leap out of their way. Can Elwood or Jake complete this holy caper? They can now!

JUST CALL ME SPIDEY

You begin the level in an innocent enough looking place. Wander to the right and grab hold of the wire mesh. In a style that Spiderman would be proud of, clamber along the mesh until you reach the far right. Once there, duck and crawl into the building.

Continue right, grab a box, jump up and over the oversized rat, go up the ladder, launch the box at the bazooka-blasting nasty, and then chortle with glee at your eminently successful manoeuvre!

REACHING NEW HEIGHTS

Walk right and fall off the rooftop. Step off to the right again but push the joystick left when falling. Now follow the map to the left, taking a box with you. Dispose of the bad guys and pull the lever to open the locked door.

Head into the small sewer section as shown on the map. By following the path, you will eventually come across another lever, which, surprisingly enough, you should pull. This opens a door located just before you entered the sewer, so go back to there.

IS IT A BUM?

Proceed left (I hope you're following all these directions!), and climb down the ventilation shaft that's also shown on the map. Leap to the right at the bottom, or you will suffer as you land on the spikes.

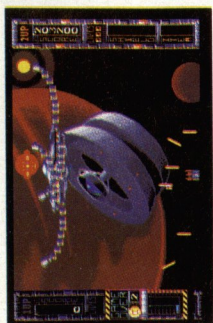
Right is now the way to go, Bro. Simply follow the passageways. You will soon emerge in a large, open room. Bounce up the platforms and you will find the object of your desires, half way up and to the right.

The entrance to the room is at the top right. Keep to the platforms to avoid the massive pit of spikes just waiting to stab you. Not far to go at this stage.

Now place a peg on your nose and delve deep into the sewers. Again, follow the map. In the final section, beware the electric thingummies. The platforms are moving so you'll have to think quickly. Climb down the long ladder and you've now made it onto the fourth level. Wowzers!

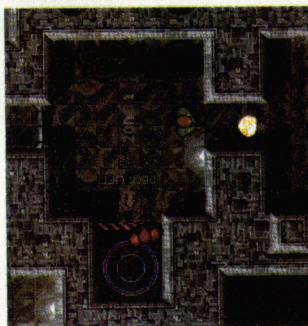
THE BLUES BROTHERS

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SUPER SPACE INVADERS

Now for a simple trick that is very effective! When you collect the pod that produces four bases, placed at equal intervals along the bottom of the screen, don't just leave them there. If the Invaders are quite low, shoot the bases up the screen and into the alien swarms. This way, you are guaranteed of killing aliens as they die upon contact with bases, rather than allowing the space fiends to destroy them before they come down.



ALIEN BREED

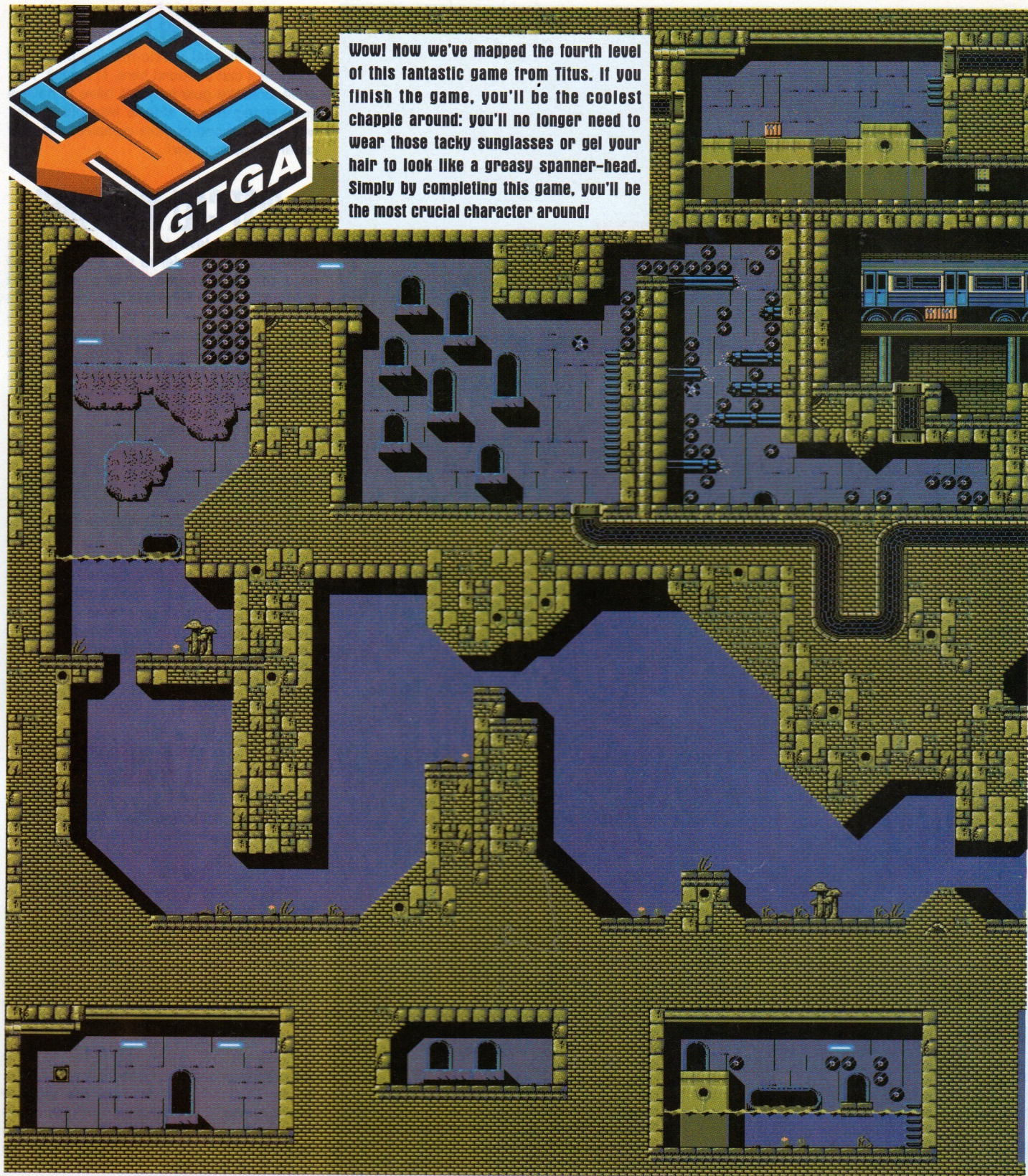
With plenty of well-earned commendations from the world of computer magazines, Team 17's Alien Breed will provide hours of happy gaming.

We found out that the best method of disposing of the end of level guardians is to stay at the very bottom of the screen and continually shoot at the nasties. The guardians will almost touch you at times but if you firmly stay at the bottom, rest assured, they won't harm you. This means you won't have to run around in a panic-stricken state!

THE BLUES BROTHERS



Wow! Now we've mapped the fourth level of this fantastic game from Titus. If you finish the game, you'll be the coolest chappie around: you'll no longer need to wear those tacky sunglasses or gel your hair to look like a greasy spanner-head. Simply by completing this game, you'll be the most crucial character around!



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ELF

In all their kindness, somebody at Ocean informed us of a good cheat for their recent arcade adventure extravaganza, Elf. With sales soaring high, there are bound to be hundreds of you experiencing hair-tearing problems. Apparently, if you type in the word "CHORPOO" at any time in the game, you will, thanks to Elven magic, receive absolutely loads of pets. Not bad, eh? Do you know of any others?



BART SIMPSON

We all thought the vibrant and energetic Bart Simpson had met his match when he confronted the Space Mutants! However, he is a tough little character and with the help of this wonderful cheat, he will quickly become absolutely unbeatable.

What is it? Well, type in "SHEEP IN A GROUP WEARING HATS" and, hey presto, you will be equipped with infinite lives. Totally far out, man! Thanks to Paul Newman from Bedfordshire. (Are you any relation to you know who?)

AMIGA ACTION'S TOP TEN TIPS

1. Hugh Gollner's bedroom. (Or so we're told!)
2. The huge spot on Pete's nose.



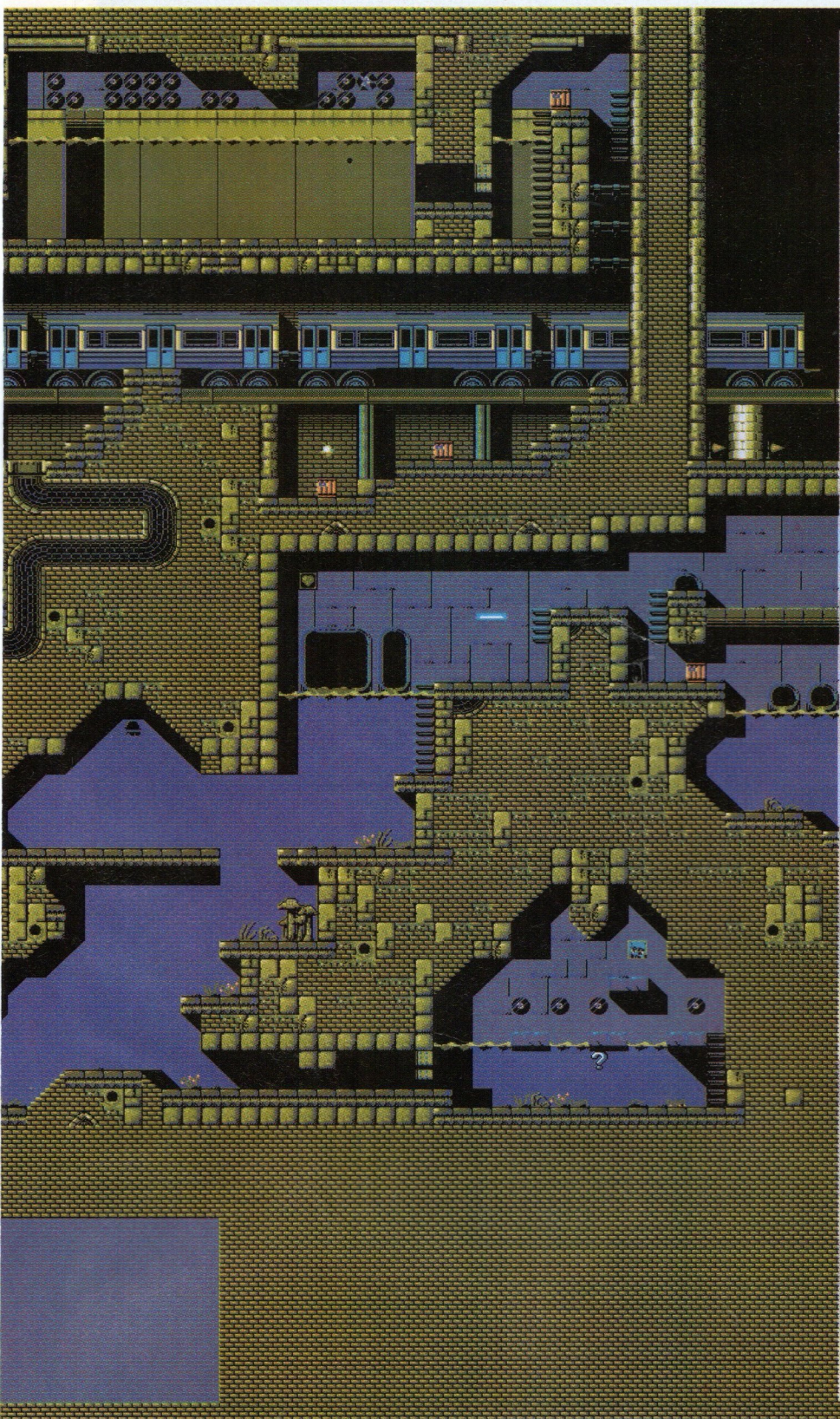
3. Uptown Boy racing in the 2.45 at Haydock.
4. Place a joystick down your trousers to impress the girls.
5. Don't play games with the joystick while it's down there.
6. On second thoughts, why not?
7. Why not, indeed!
8. This is not recommended under adult supervision.



9. Don't wipe your bum with a broken bottle.



10. Keep reading **Amiga Action** for the ultimate in hints, tips and stunning game reviews. (We thought we'd give ourselves a little extra publicity but it's all absolutely true!)



LEVEL 4

You're going to have to lose a little cred as you take a long swim in your designer suit – somewhat embarrassing but necessary. Still, who's going to see when your adventures on this level take place underground? Oh well, here we go.

QUICK DIP TITTER

This level begins with you clinging onto a ladder, above water and platforms. When walking about the platforms, you will be hassled by your foes. However, by jumping into the water, you are able to swim to the right and pop up at the other end, hence avoiding and fooling the enemy creatures. Very sneaky.

Use the same dive and swim principle to reach the far right of the map. Once there, drop onto the underground train. Run left along the top of the carriages. If you should fall onto the track, beware of the bad guys around you as they are running amok. Prepare to jump over them at an instance!

Where now? Well, dive into the long tunnel filled with water. The swirling current will push you through, and out at the other end. The many records to the right can be collected but this is very dangerous, due to the sizzling electricity on the end of each platform. It's safer to just press on to the left.

GREAT UNEXPECTATIONS

Work your way up the platforms. Leap onto the ledge to the left. Not too bad, was it? Hmmm, the problem now is that nobody at Amiga Action has gone farther than this! We'll do our best to guide you but be wary of surprises!

We presume you must now take the plunge into the water far below. Swim along the route shown. The item required on this level appears to be toward the bottom right of the water-filled caverns (the icon depicting the two brothers).

Now rise to the surface. Take a hike to the right and you have the option of going two ways. You'll have to sort this one out yourself as we don't know what is lurking around here!

Swim down the narrow channel and follow it round. Float back up to the surface and there's the finishing flag!

THE BLUES BROTHERS

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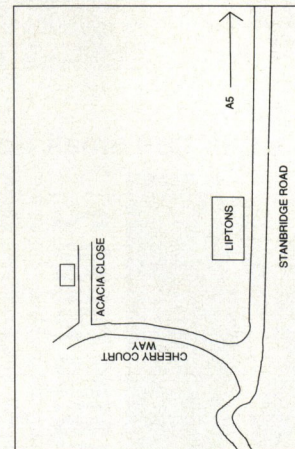
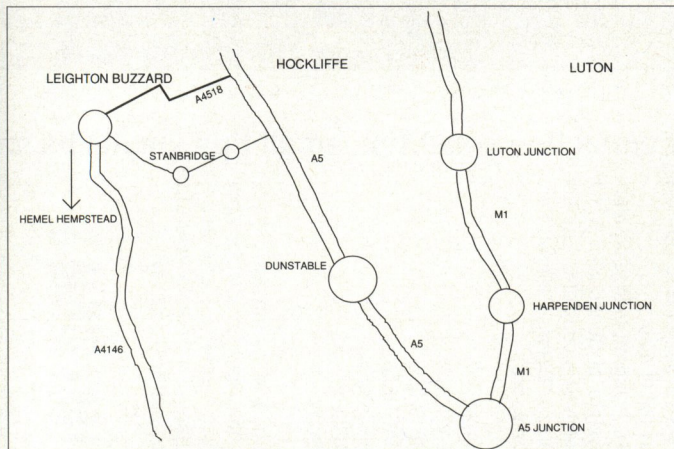
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Maps showing direct routes from the motorway and A5

RODLAND



Here we go again with yet another dose of sensational tips for the fabulous Rodland. Hopefully, you'll have already battled your way through the first 22 levels of mayhem and be ready and willing to scale the remaining part of the tower and finally rescue your darling mother!

GENERAL HINTS AND TIPS (PART TWO)

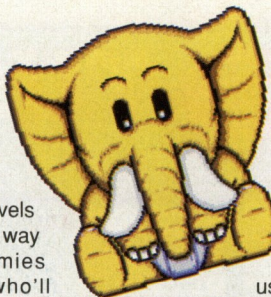
Things should begin to start hotting up very soon, so with any luck you'll have gained around seven or eight lives at least on the first few 20 odd levels. If not, there's not much chance of completing the game so attempt to gain a few extra lives on the first few levels of the second part of the tower. Towards the end of the game you want to be able to concentrate on destroying the

enemies as quickly as possible. Ideally you should be able to just blast the nasties immediately and gain a few bonus points.

Some of the later levels are designed in such a way that all the enemies (particularly spuds, who'll mate to make matters even worse) congregate at the bottom and make it very difficult to move in and take them out. Remember, don't risk too many lives attempting to kill them all. Simply wait around in a safe position until the nasties convert into blue meanies and disappear. This way, it's possible to progress in complete safety.

Don't rely on balloons to collect flowers half way up the screen. Instead, take a balloon to the platform above and build a downwards ladder. Wait until any nasties have passed by and simply crawl down, collect the flowers and climb back up again.

The third guardian (the elephant) is easily destroyed. Wait at the bottom of the screen and shoot the small elephants. When the main elephant stops, it is painfully obvious that it's about to fall to the ground. Stand immediately to the left or right

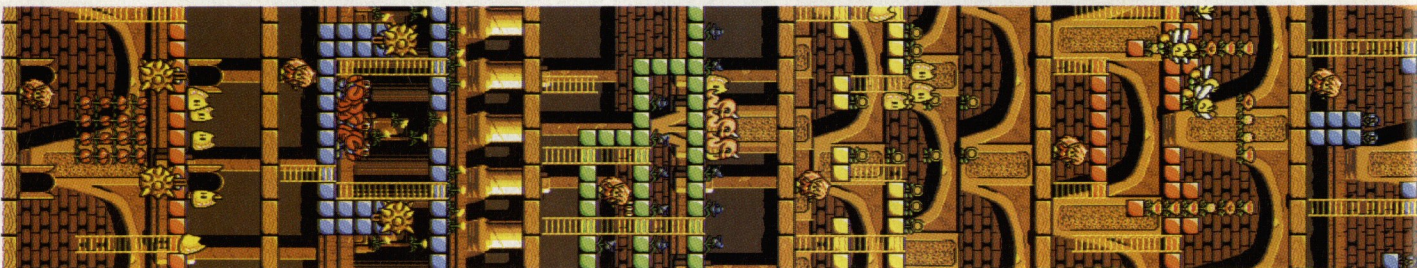
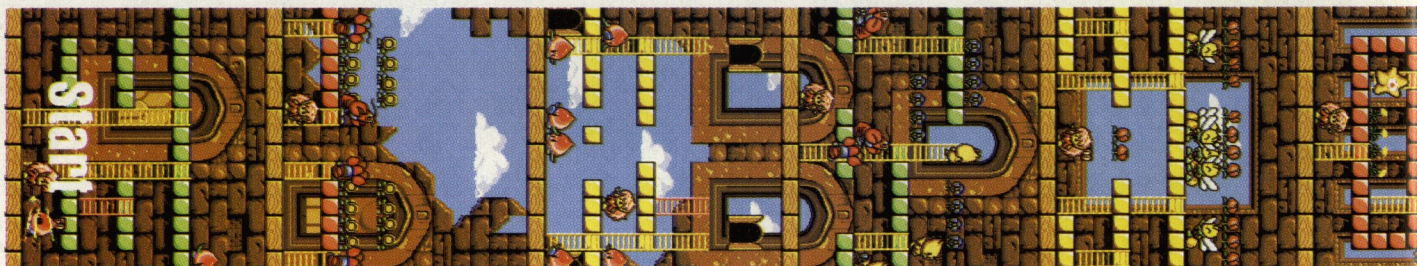


of where it is about to drop and fire as fast as possible.

Unfortunately, there's no pattern to its movement so ensure you move fast when it stops and try not to get cornered. Ignore those useless platforms positioned to the left and right of the screen.

When you're stuck in a tight spot, use your rod to throw a nasty around. This ensures that any other nasties to either your left or right get knocked out of the way too. Also remember that it's impossible to throw your enemies around near to the edge of the screen. They tend just to jump up the side wall and come back down again unscathed. So make sure you leave plenty of room down either side.

The last guardian is by far the hardest. So far, none of the lads here at Amiga Action have managed to do it without using at least three lives. The guardian itself is initially small and increases in size the more times you hit it. When it's small, beware of the small leaps – they're very deceiving. When it's big, it simply moves left and right. Try to memorise its moves and always blast away as many times as possible once you've died and the invulnerability period is activated.



small tips small tips small tips small tips small tips small tips small tips small tips small tips small tips



LOTUS TURBO 2

So many people have sent us the codes for this excellent game that we've decided to pull the winner out of a hat.

So, congratulations to Mark Derbyshire of Sunderland who's won himself a copy of Cruise For A Corpse. Before I forget, here are the codes:

- 1: TWILIGHT
- 2: PEA SOUP
- 3: THE SKIDS
- 4: PEACHES
- 5: LIVERPOOL
- 6: BAGLEY
- 7: E BOW

Oh, and by the way. If you enter the word DUX in the code box you'll enter a teeny weeny sub game. Incredible value for money, wouldn't you say?

LAST NINJA 3

If I said that Last Ninja 3 was an easy game to complete, I'd be lying. Just put the words into the high score table in place of your own name to skip to the corresponding level:

- Level 1: SUSS
- Level 2: IMED
- Level 3: URTI
- Level 4: BASD
- Level 5: NOUS
- Level 6: REOO



BITS 'N' PIECES

BALLOONS – If you miss a balloon either build a ladder and just catch it, or burst it using your rod and another one will come along almost immediately.



DOORS – More of a hindrance than a help, especially on the later levels. Try and avoid using them. If you can, use a balloon instead, it's a lot safer.

ROCKETS – Usually appear on the wrong side of your body, so build a ladder to climb over them, then run in o them. This method ensures no wastage.



THE FOUR BLOBS – Powerful wipe-out weapon. Be careful not to waste it. In other words, don't use it if all the nasties are protected by another set of platforms.

FLAME THROWERS – *Speak for themselves really. Just make sure that you use them fast otherwise they'll run out and all the nasties will be roaming the screen at high speeds.*



CRYSTAL SPITTING THINGY – Okay, so we don't know its proper name, but we do know how to use it wisely. Again, ensure that when you use it that all the marauding nasties are nearby and unprotected.

BOMBS – Destroy anything (apart from the fairies of course) caught up in the explosion. Fortunately, the blast is not subdued by platforms or dead bodies.



DYNAMITE – Spreads out the explosion to the left and right. Unfortunately, once it has taken out one nasty it disappears, so don't be fooled.

BOUNCY BALLS – As with the rockets, try not to waste them. Either use a ladder to skip them, or leave them around until the going gets tough.



KNOW YOUR ENEMY (PART TWO)



MONKEYS – These cheeky little beggars move around the screen quite fast and occasionally peel the odd banana or two and violently flick it in a forward manner. This action rarely causes any problems so continue to convert them into bonus dropping Baburras.



STARFISH – Along with the bees, these guys are arguably the nastiest of nasties. Never stand in front of them as you can be quite sure that very soon they'll fling a deadly boomerang in your direction. Kill immediately!



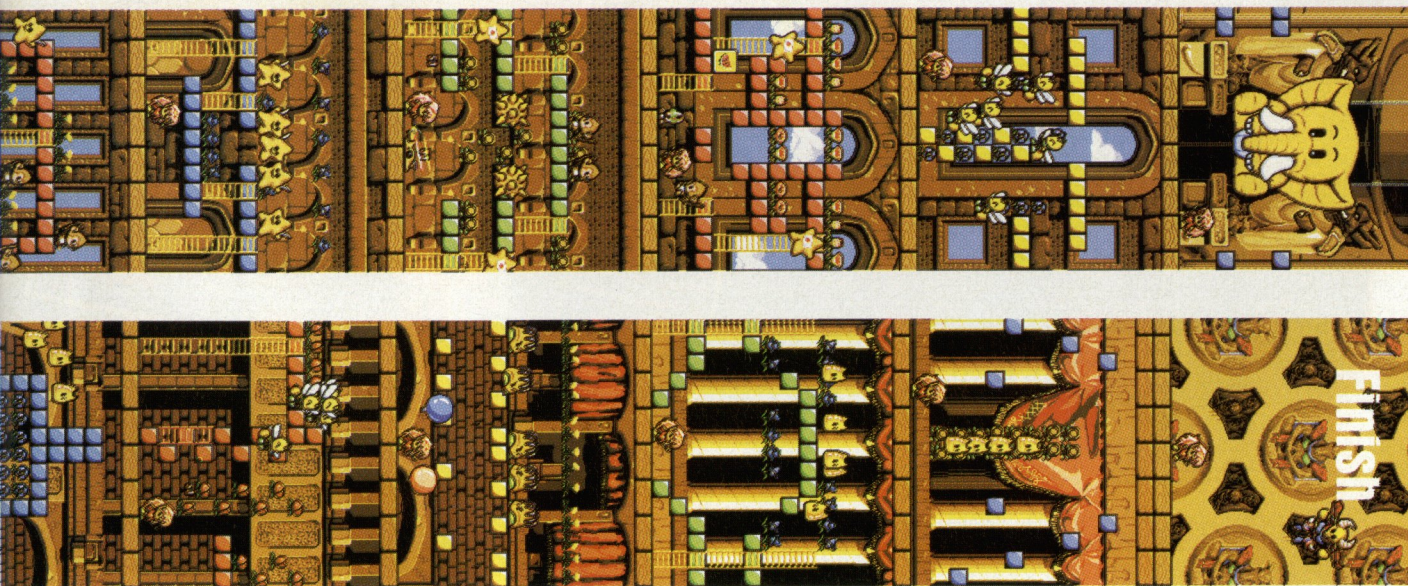
BLUE MEANIES – These only appear if you take too long completing a level. And, if you don't fancy taking them on, it's possible to wait until they disappear naturally. Don't worry, you don't get penalised in any way for completing the level using this method.

BIRDS – No problem whatsoever. So boring in fact, that I don't really know what to say. So, kill any fearsome nasties on the screen, then collect all the flowers and finally use these as bait for gaining more lives.



KABURRAS – Quite simply the key to completing the entire game. The more of these you destroy, the more lives you win. Remember, as the levels progress, these guys revert back into being nasties a hell of a lot quicker.

LOBSTERS – *Don't stand too close – they possess a nasty pinch. If you do stray too close though, kill them quickly. Don't try and run because the pinch action is far too quick. Otherwise you should have no problems in gaining extra lives from these fellas.*



RODLAND

BATTLE ISLE

Thanks to Jacek Ogonowski from Bogfinkevej of Denmark for the following codes. You've won yourself a game Jacek, but you didn't say which one. Write and inform us which one you want in and we'll despatch it almost immediately. Here are the codes:

The two player game:

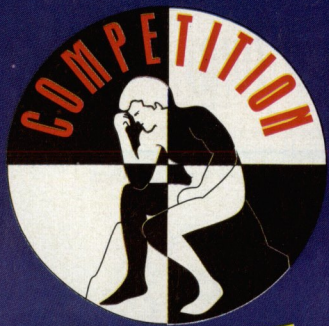
- 1: GHOST
2: MARSS
3: EAGLE
4: METAN
5: FOTON
6: POLAR
7: TIGER
8: SNAKE
9: ZENIT
10: DONNN
11: VESTA
12: OXXID
13: DEMON
14: GRANT

The one player game:

- 1: COURAGE
- 2: PHASE
- 3: EXOTY
- 4: MOUNT
- 5: FIGHT
- 6: RUSTY
- 7: FIFTH
- 8: VESUV
- 9: MAGIC
- 10: SPACE
- 11: VALEY
- 12: TESTY
- 13: TERRA
- 14: SLAVE
- 15: NEVER
- 16: RIVER

This month's GTA section is just a tad on the smallish side I'm sure you will agree. This is mainly due to us having to cater for the really phenomenal number of Christmas releases. Next month, we will increase the size of this incredibly popular section once again. In the meantime, do have a wonderful, joystick twiddling Christmas!

[illegible]



WIN YOURSELF



IN THE BEGINNING...

Gremlin have really built themselves an enormous reputation over the last year for releasing some really spiffing products. This month, they have taken on the enviable reputation of being an integral part of one of Amiga Action's mega competitions.

In tune with past composites, we were looking for a prize of epic proportions and Gremlin, being the hip and trendy dudes that they are, came up with the goods – a fab video recorder for the lucky winner plus five runners-up prizes of VideoKid, signed by the programmer and graphic artist, as and when it hits the streets. So now you know exactly what it is you're letting yourself in for let's have a brief description of the game...

SQUARE EYES

You play the part of VideoKid, a young boy with nothing better else to do than watch loads of TV. One day, mum and dad buy a gleaming new video recorder and you decide to hire a film when they are out.

Suddenly, as you are settling down to watch this latest blockbuster you begin to experience a very odd sensation. Suddenly everything starts to swirl around and you feel yourself being pulled into the VCR.

For a few seconds you are dazed, then find yourself in the middle of an ancient medieval world, as a mighty wizard. You suddenly realise that you have to escape from all of the

programs on the VCR to get back to the real world.

The action takes place over a horizontally scrolling play area which pits you against loads of nasties throughout different TV programs, such as medieval, western and space. There are five worlds in all, which get progressively harder. Icons can be collected throughout adding score bonuses, extra lives and enhanced weaponry. So far, VideoKid is looking extremely good. Will Gremlin ever release a toady?

WHAT'S THE CRACK?

Simple enough! VideoKid takes on several different guises throughout his adventures and two of these include a wizard and a cowboy. These two images are shown opposite but their duplications on the entry form have five alterations. We want you to ring the alterations and complete the tie breaker question in no more than 20 words. Then send it off to us at the address shown below.

As mentioned before, the winner will receive a video recorder courtesy of Gremlin and five runners-up will each receive a signed copy of VideoKid. Send your entry to this imaginative address:

Video Nasty Compo, Amiga Action, Europress Interactive Ltd, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP. Your entry should reach us no later than 1st February.



A VIDEO, KID!



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Please circle the five differences on
this form and then complete the
following Tie Breaker:

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I'm sure you're all aware of holes in the ozone layer, glowing Eskimos and acid rain which the silliest of us tried to drink in an effort to get high until BBC2 enlightened us with yawn-provoking documentaries. Don't forget CFCs which people thought were a branch of the KGB, until the likes of Blue Peter demonstrated that this was a misconception and insisted that spies can't hide in aerosol cans.

Robozone is yet another form of pressure that tries to persuade you to think green. In fact, it's shoved down your throat throughout the manual, with messages like, "Try to avoid

noise pollution." This means, don't turn up the volume on your monitor or you'll give listeners a headache – not a very good advertisement for their musical programming abilities!

MP OR NOT TO BE

Okay, okay, less of the harshness, but you don't want to have serious social issues directed at you when you sit down to relax with a computer game. Leave it for party political broadcasts, TV and radio news, and Blue Peter!

Essentially, Robozone is a shoot'em-up. Your objective is to infiltrate the aliens' stronghold and destroy whatever is emitting pollutants from there. This involves a

number of scenarios from exploring underground tunnels to negotiating city streets until you ultimately reach their base. Once there, you must enter the 'Furnace', as the aliens' place is called, and kill the head honcho to restore clean air back to the environment.

SPICE OF LIFE

Each level is implemented differently. The first is a four-way scrolling platform shoot'em up where you must discover the exit that leads from the tunnels and into the streets.

There's nothing complicated as you move up, down, left, right, and shoot. Bonus weapons can also be collected as well as energy capsules that re-generate your energy bar.

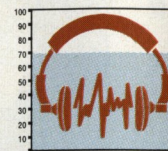
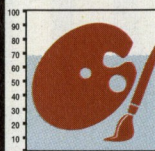
Level Two is a 3D scrolling blast as you walk into the screen, while Level Three sees you converted into a flying craft which is reminiscent of R-Type. To emphasise the dangers of pollution, there is a gauge at the base of the screen that increases the longer you play.

This gauge measures the level of pollution in the air and will continue to increase as you venture through the stages. Basically, it's a glorified way of incorporating a time limit into the game!

OVERALL
SCORE
52%

ACTION INFO

ROBOZONE
IMAGE WORKS £25.99
TEAM: ARC DEVELOPMENTS



With a ridiculously long first level and not the best gameplay you're likely to come across, you'll be lucky if you reach the second level as you will suffer from a severe perseverance problem. Graphics are downright uninspiring while the music and sound effects fail to salvage the game from nose-diving into the basement of the Amiga Action Shoot'em-up league. As much as I respect Image Works for titles like The Killing Cloud and Mega-lo-Mania, Robozone runs dangerously close to reducing that level of respect, and proves to be a rather embarrassing anomaly on the Image Works label.

Alan

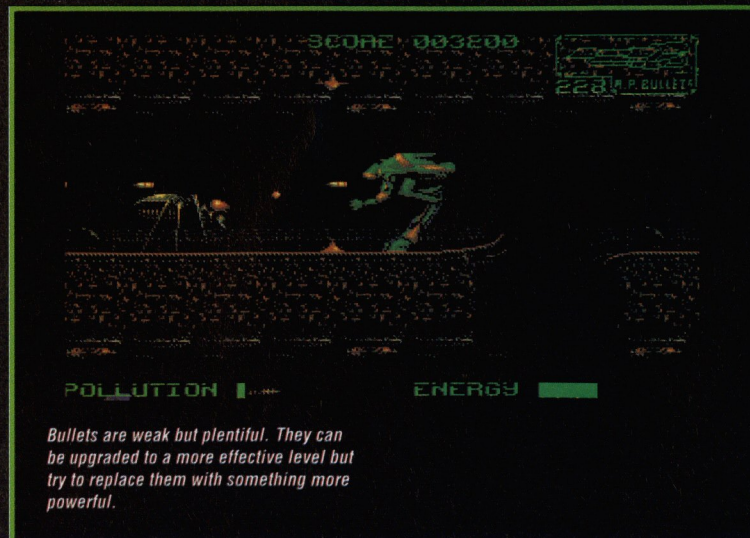
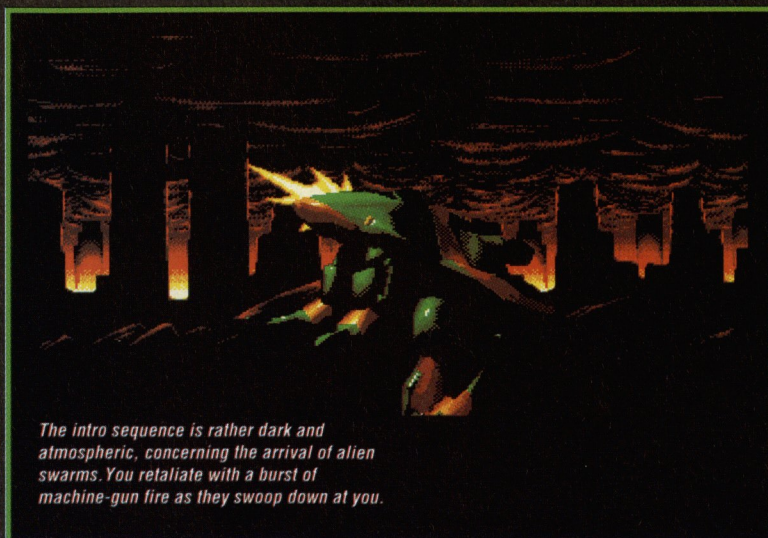
LEAGUE RATING

88 DRAGON SPIRIT

89 ROBOZONE

90 SPACE HARRIER II

SHOOT'EM-UP



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IT'S NOTHING PERSONAL

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The evil Demon King descends from his mountain throne.



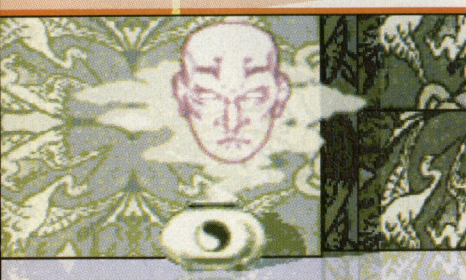
The young samurai's master bravely attempts to fight the demon.



The master's brave attempt fails and he is cruelly left to die.



With his dying breath the master manages to call the Wizard-Mage.



With the Wizard's magical guidance, the samurai plans his revenge.

BEAT 'EM - UP



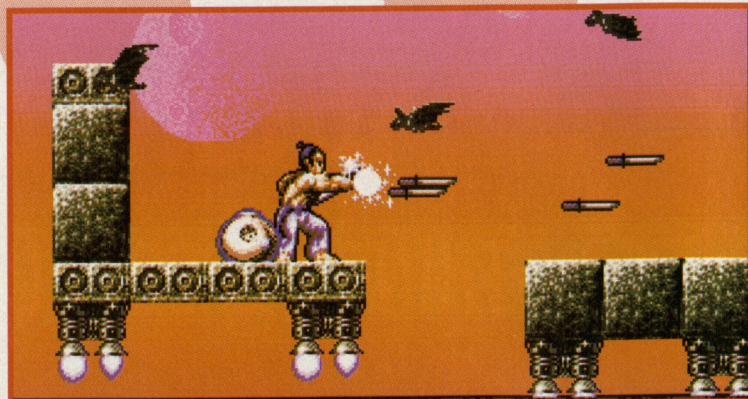
In a tiny village at the heart of ancient Japan, a young samurai and his master combed the streets collecting

taxes from the local peasants. All was well until the evil Demon King left his mountain perch and reigned terror on the village people (was that before or after YMCA?). Soon after, the entire village was trashed and the inhabitants brutally murdered. The samurai's master stood forth and challenged the demon to a fight to the death. Fifteen minutes later, the master was dying on the floor, blood pouring from gaping wounds.

For years after this the good people of the hills fought bravely in an attempt to defeat the evil demon. Eventually, a saviour arrived from the high seas. The Wizard-Mage and his arsenal of magic were the last hope. They fought night after night, lightning and fire keeping the skies aglow, until the demon, fearing defeat, launched himself into the future.

RAVE ON

The people of the hills celebrated this triumph, yet the young samurai couldn't rest. He had to avenge the cold blooded murder of his beloved master. He begged the Wizard-Mage



The more swords you collect, the greater your firepower. A maximum of three swords can be thrown at once, which is quite useful against this swarm of bats.

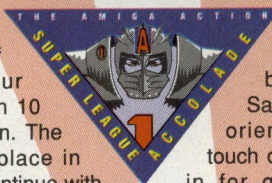
to follow him through time in search of the demon king. Eventually, he would meet the demon face to face, and destroy him at the foot of his mountain throne.

Playing the part of the first samurai, your mission unfolds through 10 levels of tortuous terrain. The first four levels take place in downtown Japan and continue with a high speed journey on a subway train. Eventually, you'll reach the Demon King's horrendous domains, which are rife with weapon wielding hordes. Beyond this, is the classier side of town and the Demon King's

towering skyscraper! To succeed, you'll have to conquer all sections and defeat the Demon once and for all.

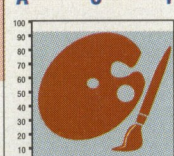
ORIENTAL BASH

Stripped bare, you may be lead to believe that First Samurai is a combination of oriental hack'n'slash with a touch of platform strategy thrown in for good measure. It soon becomes apparent however, that the gameplay and levels are a lot deeper. Mastering the art of unarmed combat and sword handling is imperative, yet it never outweighs the less obvious tasks within the game.

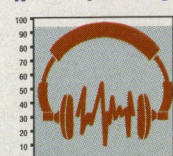


First Samurai

A C T I O N I N F O



FIRST SAMURAI
IMAGE WORKS £25.99
TEAM: VIVID IMAGE



From the moment First Samurai explodes onto your Amiga you know that you're in for something very special. The graphics catch your eye immediately and the sound complements the cosmetics perfectly. The oriental tunes are varied while the digitised chorus of Hallelujah and similar sounding voices are beyond adequate description. Most importantly though, the gameplay is first class with just the right blend of ingredients. It's seemingly impossible to find fault with what is quite obviously an outstanding programming achievement.

Pete

LEAGUE RATING

TOUCHDOWN

1 FIRST SAMURAI

2 LAST NINJA III

BEAT 'EM - UP



REGENERATION POTS:

A charged pod, such as this one, marks the position on the landscape to where our hero will go once he has been reincarnated.

SAM'S STATUS PANEL



1) PHYSICAL ENERGY: The shorter the arm, the weaker the samurai. Hits reduce the length of the arm, food increases it.

2) SPECIAL ITEM 1: An available slot for carrying an object. In this case, the samurai is carrying a throwing sword.

3) SPECIAL ITEM 2: A second slot for carrying special objects. Here, he's carrying a bell to summon the Wizard-Mage.

4) MYSTICAL ENERGY: Used to charge pots and control the whereabouts of the sword. Killing minions increases power.



Nothing is straightforward. Here you must retrieve the log in order to progress, but it's guarded by a fire-breathing dragon.



Using the Seeker it's possible to attack the enemy from a safe distance. The young samurai can have a maximum of three Seekers at once.

To complete a level, several obstacles must be overcome. The immediate danger is provided by the hordes of adversaries. To begin with, these take the shape of bats, fire breathing dragons and rats. Most are destroyed by a single hit and stay dead, others take several hits and occasionally return after death. As the levels increase in difficulty, so does the intelligence and strength of the minions.

The other immediate danger is the landscape as the entire background is animated. This allows for huge burning pits and massive, full screen waterfalls. Each must be overcome in one way or another, sometimes only with the aid of the Wizard-Mage.

SLICING'N'DICING

You begin your quest without the magic sword. Once you've collected sufficient Mystical Energy, (which is measured by the length of the sword on the status panel) the sword will appear and remain yours until the Mystical Energy Rating

drops beneath 50%.

Mystical energy is used in other situations too. For instance, Regeneration Pots are scattered throughout each landscape. A charged pot marks the position on the landscape to where our hero will be returned when you lose a life or transport via a magic potion. To activate a pot, a large amount of Mystical Power must be invested and therefore, you may have to part with your sword.

Obviously, there are several other objects which are of some use: bells summon the magic power of the Wizard-Mage, food baskets top up our hero's strength, treasure chests contain rich rewards and swords, axes and grenades provide long range weaponry. At the end of each level most of these items are provided in bulk so you begin the following level at full strength. However, this all depends on whether you can destroy the massive end-of-level guardian first.

OVERALL
SCORE
94%



The animated backgrounds ensure that on-screen obstacles are in abundance. Flaming pits, such as this, prove very popular.



The Wizard-Mage will make an appearance whenever his powers are available. Here, he clears a path by dampening the flames.

ARMED COMBAT



SLASH

FLYING SLASH



TURN & SLASH



OVERHEAD SLASH

UNARMED COMBAT



HIGH KICK



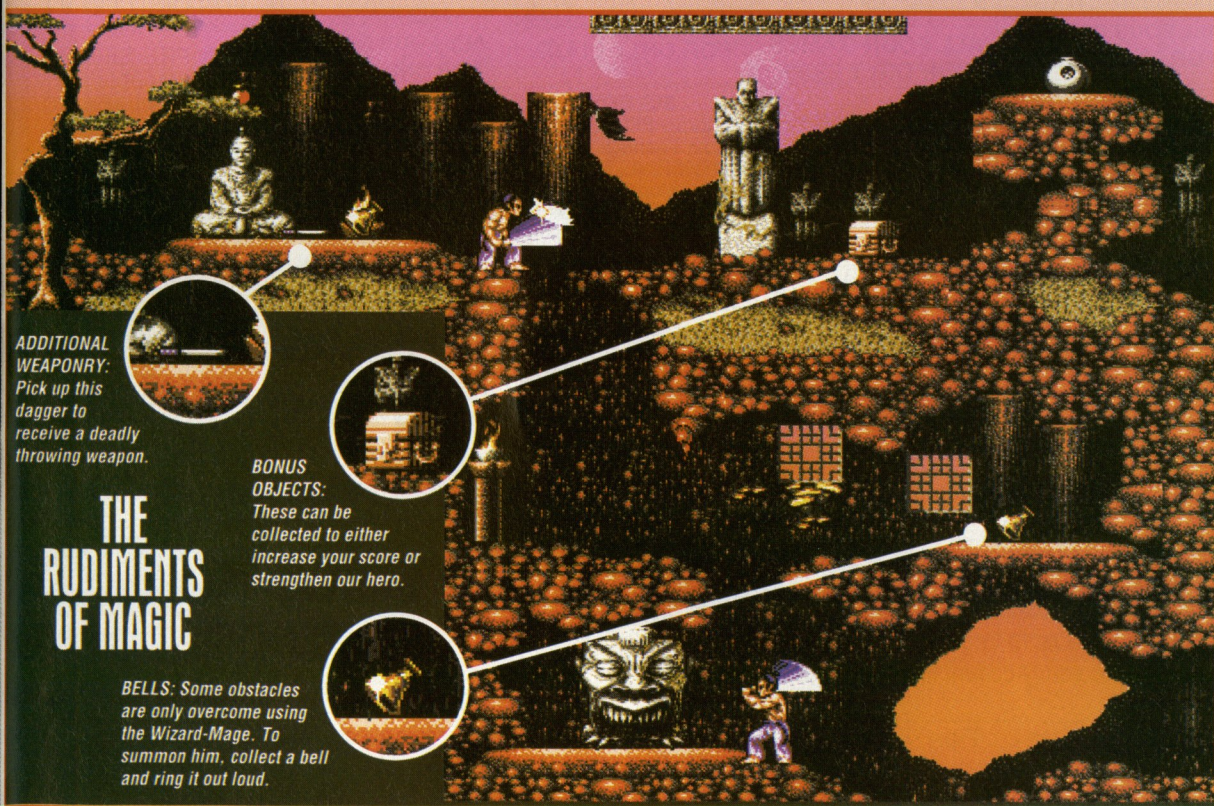
LOW PUNCH



FLYING KICK



LEG SWEEP

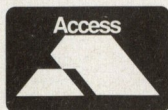


ADDITIONAL WEAPONRY:
Pick up this dagger to receive a deadly throwing weapon.

BONUS OBJECTS:
These can be collected to either increase your score or strengthen our hero.

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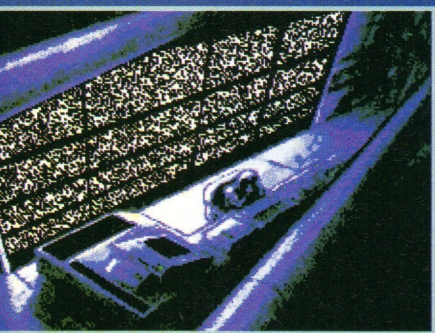
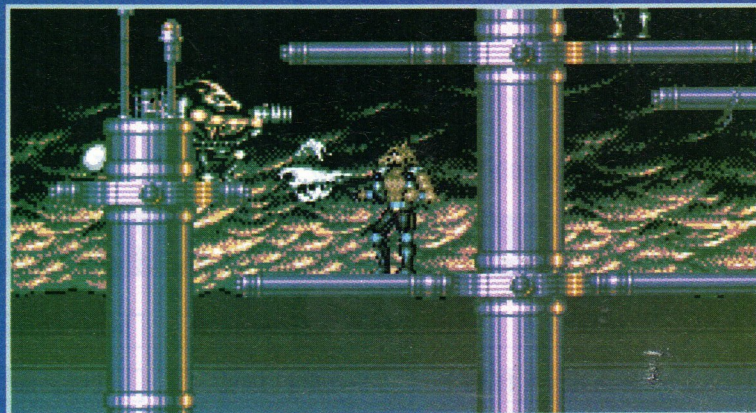
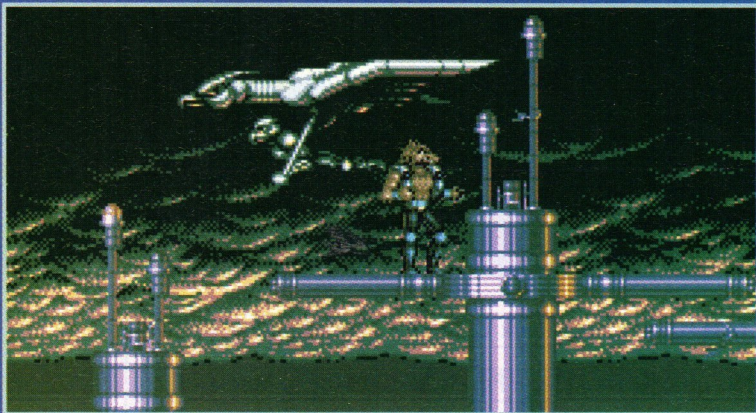
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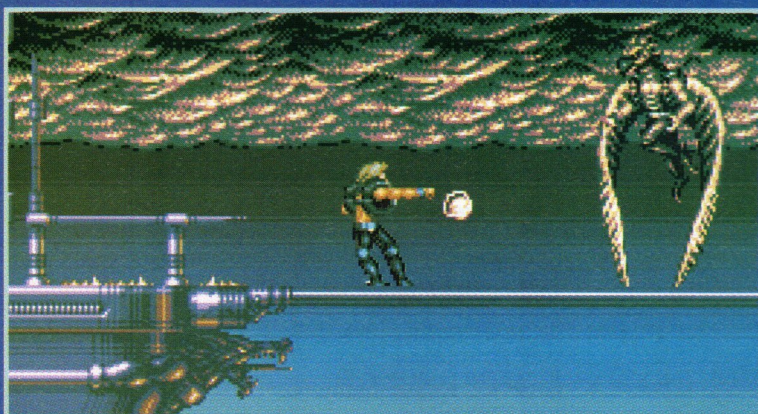
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Wolfchild



SHOOT 'EM - UP



The main character of the game is on a rescue mission to save his father who has been kidnapped by a fanatical group of

terrorists, the reason being that the boy's father, a scientist by trade, has been dabbling in mutation and DNA transformation. The information has leaked out that he has discovered the secret of how to mix DNA to create new breeds of mutation.

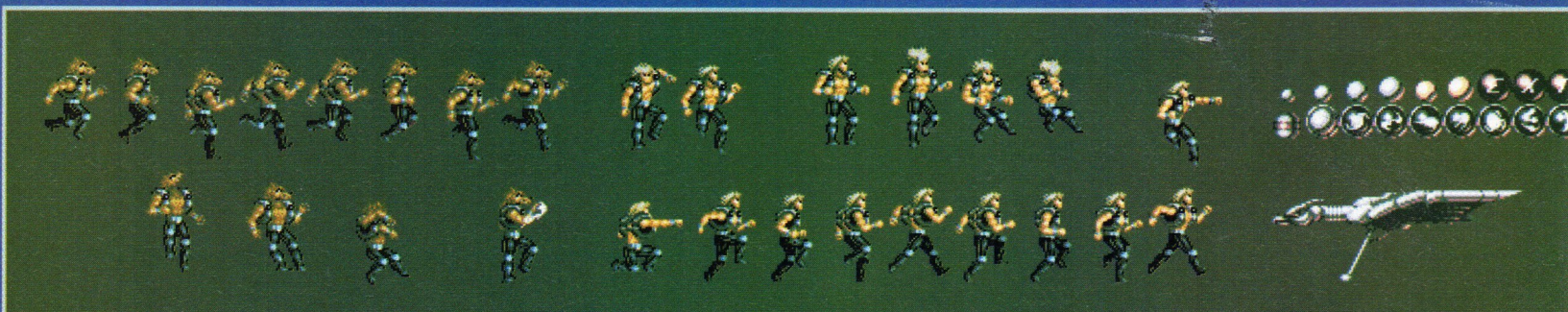
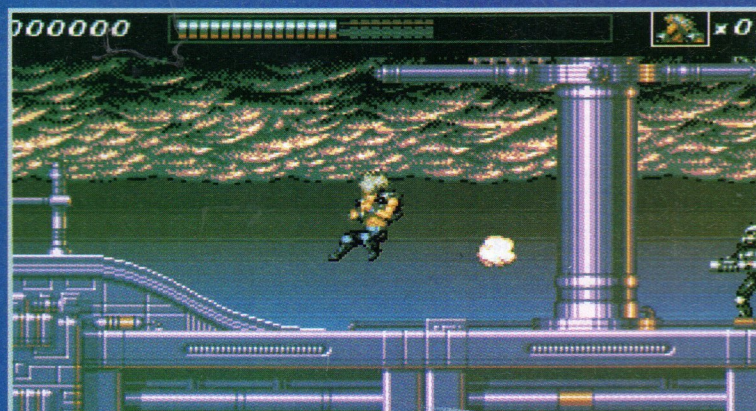
Consequently, the terrorists have caught wind of his discovery and kidnapped him in the hope that he

would build a machine that could perform the transformations for them.

On hearing of his father's kidnapping, the boy sneaked into his father's laboratory and deliberately performed a DNA transformation - on himself. The result was a muscle bound hero who could change into a wolf. Pleased with his brand new alter ego, the hero set off after the terrorists in a battle to the death in order to save his beloved father.

ON THE LEVEL

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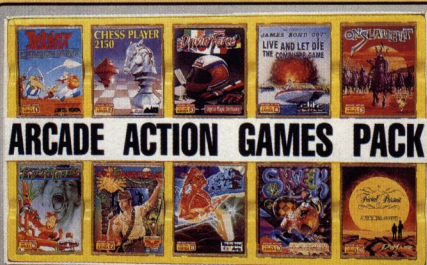
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Which computer(s), if any, do you own?

Fuzzball



The bars across the hole hold in a swarm of bats. If you fail to complete the level in a set time, they will rattle to the side and let the winged horrors fly out to chase you around the screen.

PLATFORM



Outside the storm raged. Thunder, lightning and rain all did their best to add drama to the occasion. For in the castle on top of the hill there was some magic occurring. You cannot have magic without a wet one.

For years the magician's apprentice had dreamed of becoming as powerful as his master and now that the grumpy old geezer was out with his friends (at the annual meeting of the Familiar Fanciers Association) this was his big chance. He got the idea after having a dream about some broomsticks and a mouse called Michael.

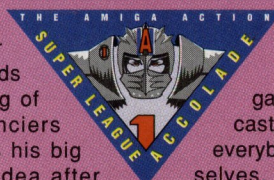
After spending hours reading his master's grimoires and preparing the spells he was now ready to begin. As he raised his arms

and chanted the last magical syllables, lightning flashed across the sky and power flashed from his hands.

IT'S SO CUTE

This is where you take over. The apprentice's spell hasn't worked as expected and instead of materialising a pair of cute fluffy bunny slippers he has managed to mutate himself and the rest of the castle's inhabitants into strange balls of fuzz.

The object of the game is to move around the castle's 50 levels and return everybody back to their normal selves. This is made harder by having to complete puzzles along the way, having to collect gems and other items to replace those used in casting the big spell and fuzzballs that don't want to become human again. As if that isn't enough, you



This is the final level of the game and it is much harder than it looks. Although it is fairly easy to get all of the gems, killing the big bad guys is quite the opposite. Good luck.



have to do it before the wizard returns from his night out.

THE FUZZ AWAY

The fuzzballs are destroyed by blasting them with a magical bolt. However, this will only render them inactive for a few seconds.

If you don't manage to get hold of them quickly, the extra magical energy will cause them to mutate again and become even stronger, faster and harder to zap. This will continue to happen until you either nab them or their energy becomes so dangerous that they blow up.

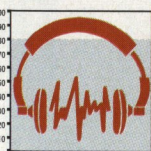
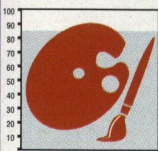
THE MEDIEVAL DEAD

Throughout the castle there are several areas that are decorated in different styles. As well as the standard medieval decor you will also visit the gardens, an oriental type of place and a rather cold dungeon that has ice over the floors. Each of the areas is filled with loads of rooms to make a grand total of 50 levels.

Each is different from the others and requires thought and skill to complete. Many are set out in a manner that asks you to move around the platforms in a set pattern to eliminate all the fuzzballs and

ACTION INFO

FUZZBALL SYSTEM 3 £19.99 TEAM: IN HOUSE



When you load up Fuzzball you will either sigh, "Oh, isn't it lovely!" or (more likely) be very violently sick. After the initial wave of nausea brought on by graphics that push the acceptable limits of cuteness to virtual breaking point you can start to play a rather good game. It follows along similar lines to Bubble Bobble and so many people will be familiar with the style but it requires considerably more thought than its predecessors, as many of the levels are quite tricky indeed. Well worth buying and with such cute graphics it is a joy to play. Brilliant fun that will last you for ages.

Jason

LEAGUE RATING

5 RAINBOW ISLANDS

6 FUZZBALL

7 MEGA TWINS

P L A T F O R M

collect every gem. Some require you to drop into a hole from which you can't free yourself (or similar dead end) and these must be visited last.

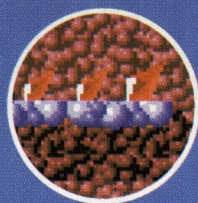
As you rush around the platforms collecting the gems, a clock counts down. When the time of no return comes, a gate opens and the level becomes flooded with nasties. Finishing the level is still possible but much harder.

OVERALL
SCORE
91%



The top platforms are packed with Fuzzballs that you must eliminate. The trick is to weaken them with a few shots before jumping over to finish them off.

1) GEMS: You will have to collect all of these in order to finish the level.



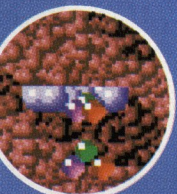
2) GATE: Opens to let loads of meanies onto the level.



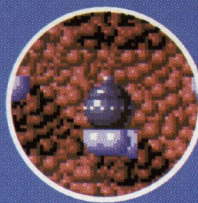
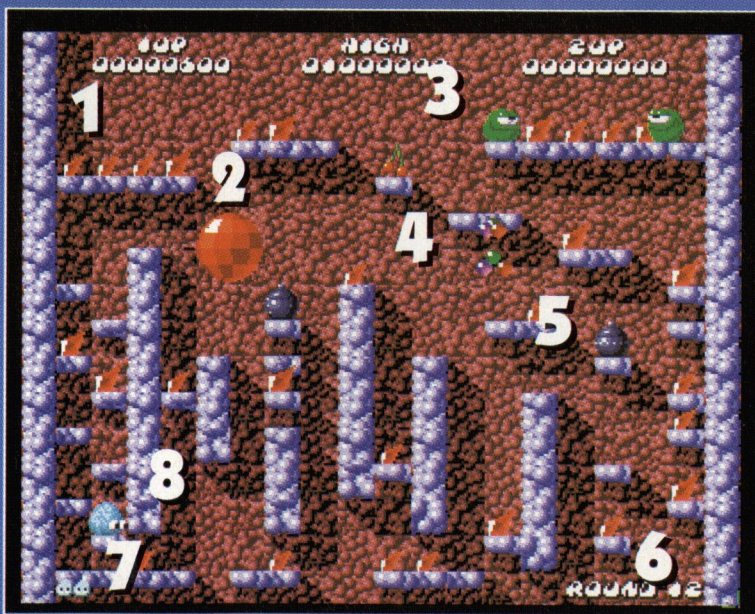
3) FUZZIES: Shoot them repeatedly and grab them while they are stunned.



4) BALLS: They move across the screen and must be avoided at all costs.



FUZZY WUZZY FUNNIES



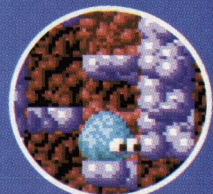
5) URN: This contains extra treasure for you to collect.



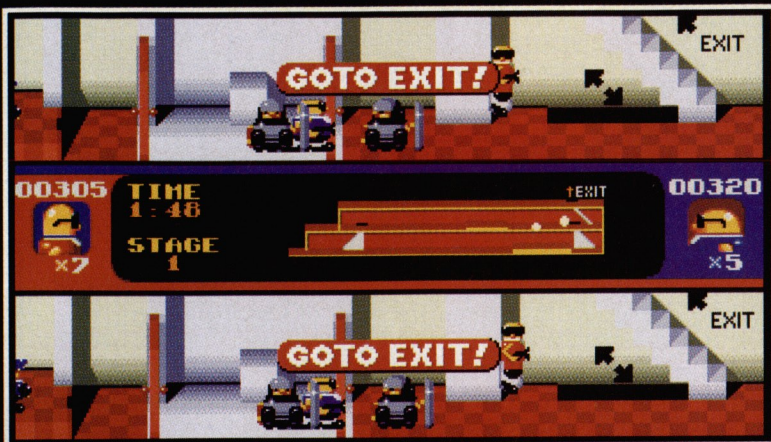
6) ROUND: From one to fifty they are all pretty tough.



7) LIVES: At present, you have a mere two lives left in reserve.



8) OUR HERO: You have to control this bit of fluff and save the day.



There's a time limit to each level, so whenever the sign flashes it's wise to make your way to the exit as soon as possible.



Objects don't kill you, they simply hinder your progress. The rake for instance, is renowned for slapping you in the face just when you least expect it.

SHOOT-UP



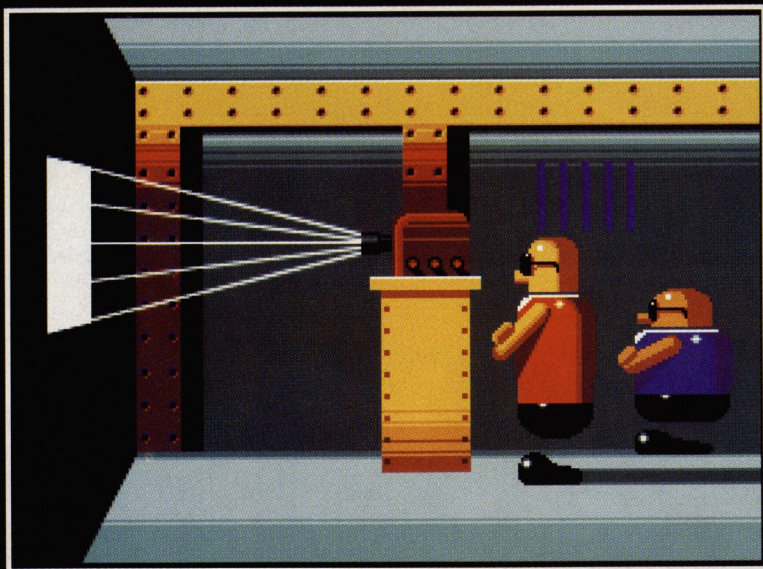
Mobo and Robo Bonanza – a couple of pathetic villains who have somehow made the grade. For years they've been successful in robbing well equipped establishments and at the same time, keeping a low profile and avoiding the Rozzers. Unfortunately, one day, it all went horrifically wrong. They were captured on a job and sentenced to three years imprisonment.

Two years on and the couple were released for good behavior and immediately reformed their strange

partnership in crime. One night they were sitting quietly watching television when the picture cracked and the shadowy figure of a mysterious stranger appeared bizarrely before them.

THICK AS THIEVES

"Yo dudes!" screamed the stranger. "I've got a job for you that's right up your street. Y' see, I'm a rich business tycoon who's on the verge of a nervous breakdown. For years my lock-ups have been robbed and I'm sick to the back teeth of it. I need you to test out my security force. I've



Bonanza Brothers

The security guards are partial to an hour's kip. Wake them up and they'll turn nasty.



Various objects litter the floor and cause havoc. Here, Robo is just about to trip over a can.

These are the all-important hidden objects. To complete a level you must collect all of them.



placed a number of hidden objects throughout my establishments for you to gather.

"If you can succeed and retrieve them all, I'll hand out unfeasible amounts of dosh to you both. Sounds good dunnit? Don't forget my boys, I'm depending on you!"

The picture cracked and fuzzed for the second time that evening. This time, the shadowy tycoon figure disappeared and the night's normal broadcast continued uninterrupted. Mobo and Robo were in agreement. It was a simple job, or so they thought, and a task that they were both capable of carrying out successfully.

This reformed partnership forms the core of US Gold's latest game Bonanza Brothers – the official arcade conversion of the popular coin-op. In an attempt to capture the humour and feel of the coin-op, US Gold have restored the ray-traced appearance of the graphics and reproduced the jolly ditties that accompany the couple throughout their adventure.

DOUBLE VISION

One or two players can participate in the action, the latter option being by far the most fun. To accommodate both players being on the screen at the same time, the screen has been split into three distinctive areas. The

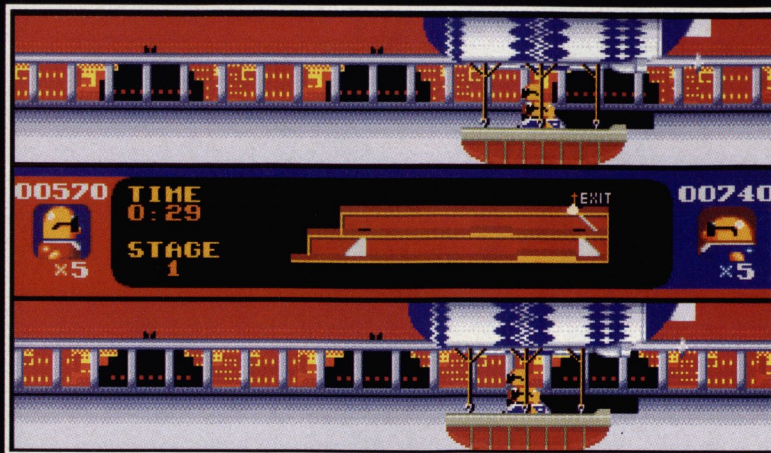
upper and lower screens are the two views provided for each character. Therefore, if the couple split, both have their own play area. Both of the aforementioned screens scroll in all four directions to follow the exploits of the reformed duo.

The middle screen is used for displaying standard game information, such as the scores and lives. There's also however, a scaled down map of the entire complex which highlights the location of the hidden objects, stairways and rope slides etc. Unfortunately, there's no knowing where the various security guards are hidden.

CALL THE COPS

Most of them simply stand around looking bored, but if they happen to spot an intruder, they pounce with murderous intent. In order of strength and competence the standard, smartly dressed security geezer is by far the simplest to foil. As you progress though, the guards improve somewhat. Most of them possess weapons, some even carry shields. If Mobo or Robo get hit by either a security guard, a bullet or a swinging door, a life is lost.

Other objects litter the floor too, but they only act as stumbling blocks. In return, Mobo and Robo both carry guns which fortunately never run out of ammunition.



Once you've collected all the necessary objects it's up to the roof we go. On arrival a large airship drops from the sky and advances you to the next level.

Simply shooting a guard fails to kill them. Usually, they fall to the floor and stay there for around five seconds until the shock has passed by. This gives you ample time to run past and collect the objects.

Once you've picked up the objects, a message appears informing you to progress to the roof top where your carriage awaits. Unfortunately, unless you've completed 10 levels, you'll have to do it all over again.

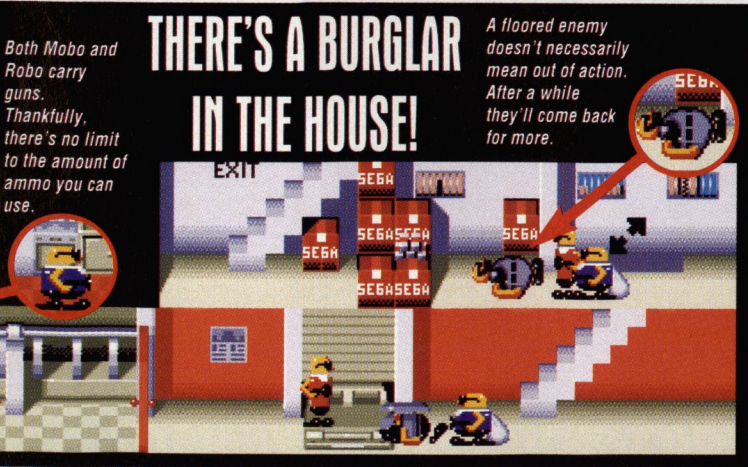
And then of course, there's the bonus stages. Money doesn't grow on trees you know.



Sadly, Mobo has been killed, yet luckily for him there's a single credit left. Robo meanwhile, is negotiating some rather nasty looking springboards.



Each level is situated in a different building. This particular one, the casino, is rife with fruit machines, not to mention burly guards.



THERE'S A BURGLAR IN THE HOUSE!

A floored enemy doesn't necessarily mean out of action. After a while they'll come back for more.

A C T I O N I N F O

BONANZA BROTHERS
U.S. GOLD £25.99
TEAM: TWILIGHT

LEAGUE RATING

12 X-OUT

13 BONANZA BROTHERS

14 WARZONE

SHOOT 'EM UP

The coin-op version of Bonanza Bros was good for a laugh. And I'm pleased to announce that US Gold have faithfully recaptured the humorous antics of Mobo and Robo. While the graphics don't quite live up to expectations, the little touches of humour and the jolly ditties have been captured perfectly. Most importantly, Bonanza Brothers plays particularly well and it definitely comes into its own in the simultaneous two player team mode. Although the pace is somewhat subdued, fans of its arcade counterpart will almost certainly love it

Pete

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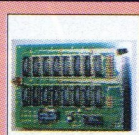


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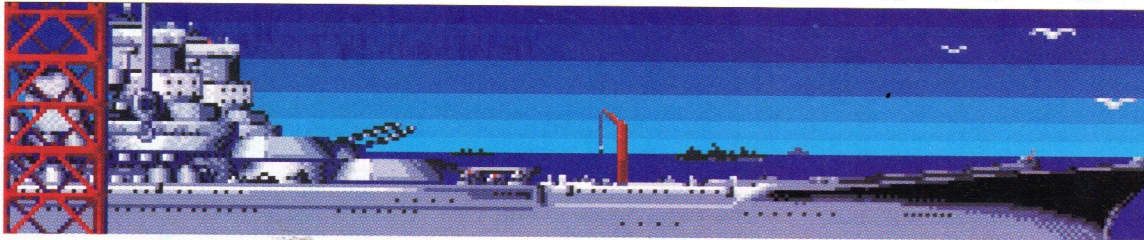


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welcome



Strike Fleet

and eventually grind to a halt. Without bullets and weapons you can't fight the enemy!

In Strike Fleet you take on the role of a Naval Task Force Commander. At your disposal are the best ships in the British Navy and you must take them into a war zone and take control of the sea. You are responsible for completing the mission that has been assigned to you, be it merely a simple patrol or a full scale war.

BIG DECISION

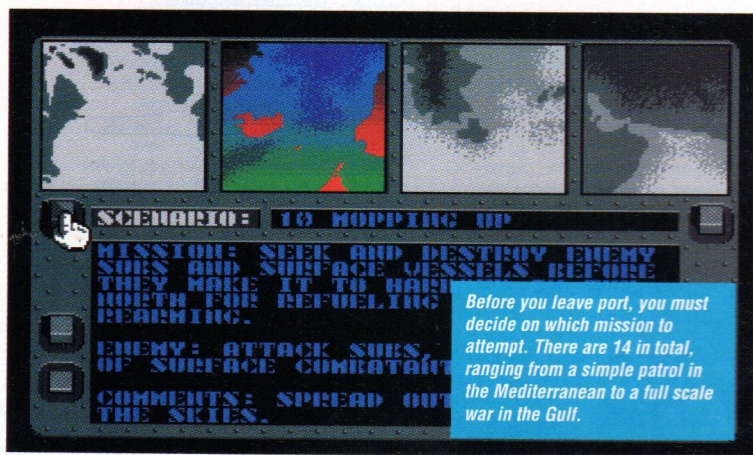
After reading the mission briefing for the war zone you must enter, it is time to organise a task force to command. The total number of vessels at your disposal is defined by the scenario but you can make your choice from a total of ten different ship classes.

These range from the relatively small Pegasus Hydrofoil to the massive Triconderoga. The mix of ships that you decide upon is left up to you but the correct decision will make you task much easier.

GENERAL QUARTERS

Once out into the open seas, you are on your own. Radar and sonar reports provide you with information regarding nearby ships and using your maps and charts it is possible to locate the enemy and plan your attacks against them.

Your own helicopters can be

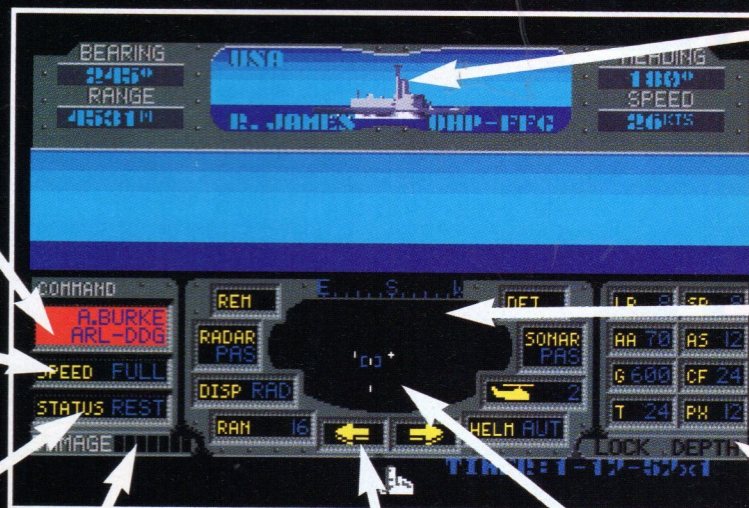


ARCADE STRATEGY

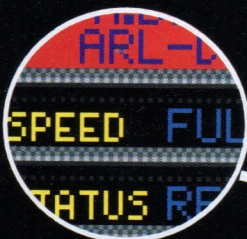
Whenever fighting breaks out anywhere around the world the media and news reports always concentrate on the land and air offensives that take place. This may make you think that these are the most important aspects of any confrontation, but in reality the result of the Naval engagement can decide the outcome of any war.

There is a reason for this. If the cargo vessels containing ammunition and other supplies cannot reach the battlefield where the troops are fighting the offensive will slow down

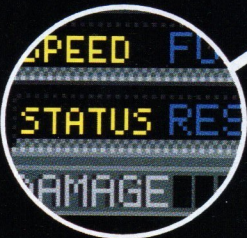
AT THE HELM OF YOUR OWN WARSHIP



VESSEL ID: The ship's name and class.



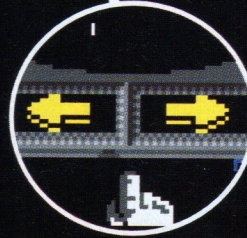
SPEED: Click here and shout out "full speed ahead" in your best Captain's voice.



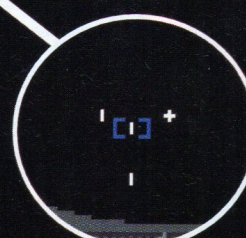
STATUS: Go to general quarters of full alert.



DAMAGE: A big hole in your hull doesn't help your buoyancy.



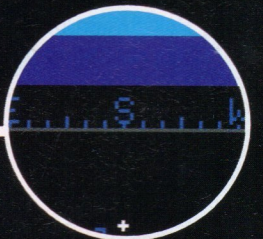
HELM CONTROLS: If you're a geek who doesn't know port from starboard I wouldn't even bother.



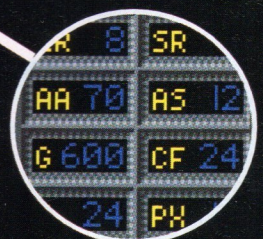
RADAR AND SONAR: All of the info collected by your sensors is displayed here.



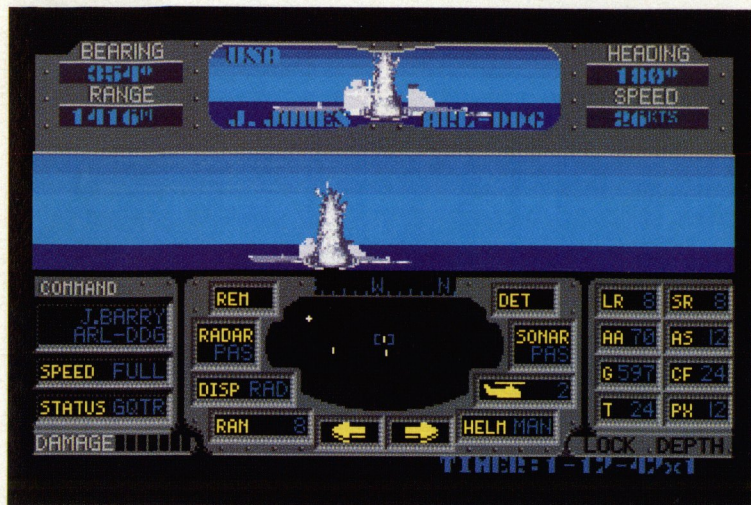
TARGET INFORMATION: The range, bearing, speed and heading of the current target.



COMPASS: Never Eat Shredded Wheat and all that stuff.



WEAPONS: From your cannon to Phalanx missiles it's all here.



The smoke on the horizon marks the spot of a sinking enemy ship. Advanced weaponry allows you to destroy craft that you cannot even see, let alone aim at!

launched and sent to form a perimeter which will encompass your task force.

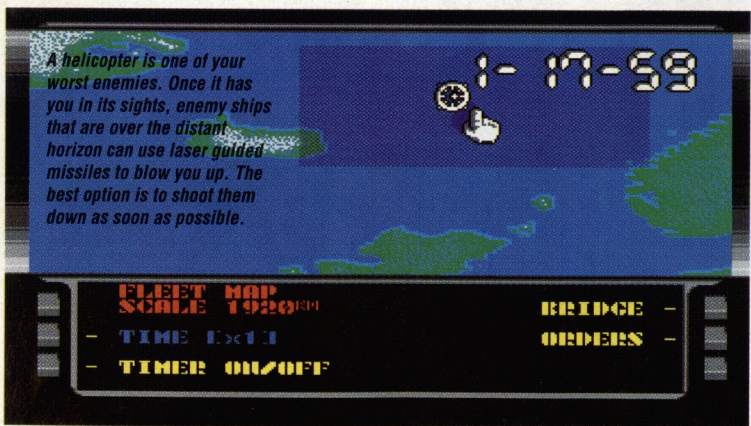
The vigilance that they keep provides a constant watch on the immediate area, both above and below water. With this additional protection it is extremely difficult for an enemy craft, including submarines, in order to set up an ambush.

BATTLE STATIONS

After pinpointing the enemy positions you must devise a plan to neutralise them. Helicopters prove their worth once again at this stage of the action.

Using advanced targeting devices and laser guided weapons it is possible to destroy targets that your ships cannot even see. A helicopter can be sent to patrol miles in front of your ships and, with a carbon laser, it can "illuminate" any targets encountered.

It is then a simple matter to launch a missile from one of your ships and it will follow the laser towards the target. Using this and other more sophisticated techniques you can score kills without endangering your own ships.



A helicopter is one of your worst enemies. Once it has you in its sights, enemy ships that are over the distant horizon can use laser guided missiles to blow you up. The best option is to shoot them down as soon as possible.



The smoke on the horizon marks the spot of a sinking enemy ship. Advanced weaponry allows you to destroy craft that you cannot even see, let alone aim at!



Even with piles of missiles and rockets some ship get too close for comfort. You only choice is to take aim and blast the wheelers with your deck cannon (which can fire bullets that are five inches in diameter!).



Once you have decided upon a mission, you must prepare your fleet. You can choose from hydrofoil attack ships to large cruisers. Each has different capabilities that will greatly affect effectiveness in battle.

A LIFE ON THE OCEAN WAVES

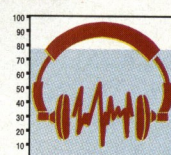
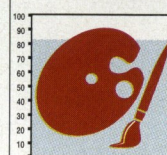
Having your own warship to command can be pretty exciting but the problem with joining the real Navy is that the enemy wants to kill you. Strike Fleet allows you to experience all the excitement of warfare without the danger of being blown into little pieces. What is even more amazing is that we are giving you a chance to get a copy for free. All you have to do is answer the question below.

Until recently, the cavitation effects of Russian propellers were far worse than those of the equivalent western ships. That is until a certain company sold them a machine that cured the problem (meaning our sonar cannot detect their warships as easily). You have to tell us which company sold the machine to the Russians. Send your entry to:

Strike Fleet Competition, Amiga Action, Euopress Interactive Ltd, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

ACTION INFO

STRIKE FLEET
ELECTRONIC ARTS £25.99
TEAM: LUCAS ARTS



Modern Naval warfare is, to say the least, incredibly complicated and to even contemplate fitting it all into a computer game gives me a massive headache. However, in this case it seems to have been well done. Although many parts have been simplified to a great degree, the gameplay is still of remarkably high quality. I would only question the long term variety. As expected, the controls, graphics and sound are all good. Strike Fleet is a good strategical game that is definitely recommended for those of you who would like to acquire a taste for a life on the ocean waves.

Jason

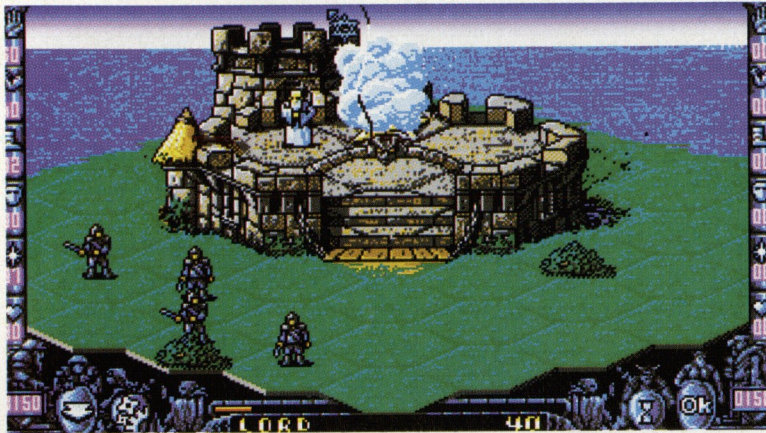
LEAGUE RATING

22 MAGIC FLY

23 STRIKE FLEET

24 STARFLIGHT

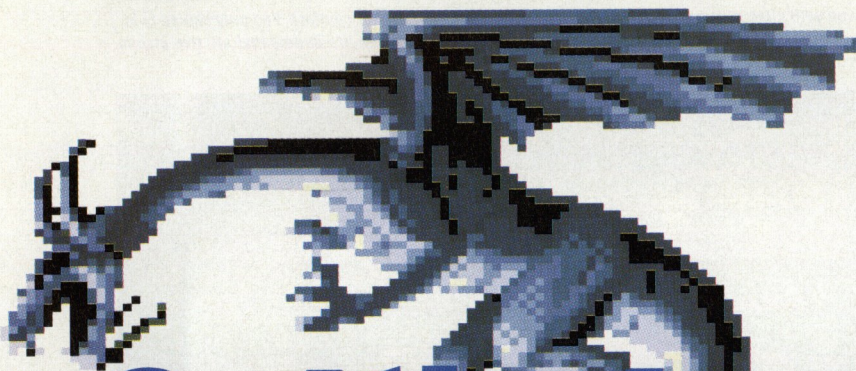
ARCADE STRATEGY



Incantations can be achieved by standing next to a pentacle. Here, you summon a Lord to your aid. As your experience grows, you'll be able to invoke more powerful characters.



On the war-ravaged grasslands, you are deep in conflict. While your magicians cast fireballs from the rear, you send in the Hydra and Cyclops to deal with them, mercilessly.



Celtic Legends

STRATEGY



T'was a grim day when the skies blackened and the clouds descended to hug the higher mountains of Celtica.

The only relief came when the graphic artist announced: "Change the palette colour and make it a cheery blue!" In fact, Celtica appears, from the outside, to be quite a scenic, peaceful land.

But on closer examination, you'll soon realise the truth – you'll become

aware that there is a war raging within the many islands. A war between good and evil.

FEUD AND FAR BETWEEN

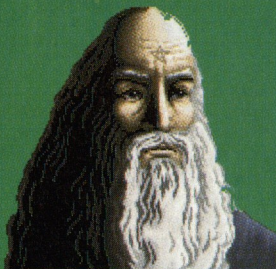
Eskel represents Good, while Sogrom represents the society of very silly names with an evil ring to them. Their objective is to conquer the magical lands of Celtica for their own cause. Ubi Soft have generously decided to involve you in this deadly feud by designating you as Esker, symbol of Good and leader of mythological armies.

Search through the island you are currently on for enemy characters. Kill them and Sogrom to free the island. Not one to die easily, Sogrom will re-appear on another island. Consequently, you must chase him all around Celtica, freeing all the islands, and eventually vanquishing all traces of evil.

Celtic Legends is fully mouse controlled. You are presented with an

"CELTIC – THE SQUAD"

THE MANAGER



SORCEROR
The Sorcerer. He's so dedicated to his job, he always leaves his arms outspread.



HYDRA
Has a burning passion to succeed. Unfortunately, this shows when he opens his mouth and breathes.



TROLL
A long member of the 'club'. That is, as long as he carries a club with him, purely as a symbol of his loyalty.



KOBAL
No attack can cut through him, because if it does, he attacks back – cutting from ear to ear.



WOLFEN
He's never hidden his dislike of a roaring crowd. "It makes me sound rather feeble," he complains.



LORD
Whenever beaten, he just reminds people of his rank and things then tend to sort themselves out.



SNAKE
Excellent ability in midfield. He snakes his way through to the forward line with consummate ease.



MAGICIAN
The way he weaves about in midfield is really fantastic. Magic to watch! Duck – here comes a fireball!!



ESKEL
The most popular player manager in the business. You can't really argue with his line up!



GOBLIN
Small but very nippy. The perfect striker as he can quickly duck under legs to push forward.



CYCLOPS
He has only one vision – to go for goal. Adopts the tactic of bash first, "Ug" for a while later.

island which is blessed with varying terrain. Your armies are denoted by a coloured diamond as are the enemy's. With the limited number of turns you are given (remembering that mountains, marshes, forests and other annoying geographical features slow you down), you must decide upon whether to reinforce your armies, attack nearby foes, or venture into the wilderness as part of a long-term strategy.

MAGIC REWARDS

Fortunately, you are given a base in the form of a castle. Here, you will find a magic pentacle which will increase your Magic Points at the end of every turn.

It also allows you to invoke extra characters which you can order about. The number of people on your side determines what bonus Magic Points you should receive.

And what are Magic Points for? Yourself and some members of your parties are magic users. This allows you to cast a selection of spells at your enemies when in combat, such as fireballs, a blood-sucking Vampirisation spell, disease inducing Contagious spell, and so forth. The more powerful the spell, the more Magic Points it costs you.

Should two opposing armies meet, a close-up of the area of conflict appears. The two armies face each other with each warfaring body having its own characteristics, displayed by moving the cursor over

the person and interpreting the figures to the left of the screen.

These include Dexterity (the percentage of luck that a unit has to hit a target with weapon or spell), Force (determines amount of damage), Actions (indicates how far you can move on your turn), Experience (increases with killings which, consequently, improves your other attributes), Magic Level (signifies which spells you are able to execute), Life Points (a stamina measure that decreases each time you sustain damage. If it reaches zero, you're dead!).

MOVE ANY MOUNTAIN

In combat, you are given noticeable advantages over the enemy by attacking from elevated positions, because spells cannot be cast past trees, mountains and other large physical obstructions. If Eskel should ever be slain, your game is over and you have to begin on the island you've just attempted to overrun, again.

For the ultimate in defence and offence, you are able to construct a fortress – for a price of 2000 Magic Points, but that's a lot!

With many battles to fight through in the future, it might be worth saving your magic and investing in the formidable building.

Always think tactics, but even more importantly, value each life as precious as your own if you want to stand any chance of defeating Sogrom and his hordes of evil minions.

OVERALL
SCORE
91%



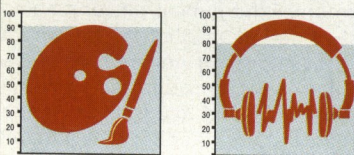
You can't walk over, or cast spells through, areas that are occupied by mountains. This does mean, however, that they can be used as shields and aren't just obstacles.



ACTION INFO

CELTIC LEGENDS

UBI SOFT £30.99
TEAM: F. GAULBAIRE



Overwhelmingly addictive and fantastic fun to play, Celtic Legends demonstrates how strategy games can support attractive graphics and sound yet still maintain their appeal and depth. Admittedly, Celtic Legends isn't highly sophisticated but the fact that you can quickly ease yourself into the game is an important positive factor. The game is very demanding and will satisfy most strategists' needs, both beginners and veterans. To finish on a note of advice: get some sleep before you boot up the game as you won't want to leave it alone once you begin playing this one or two player wonder!

Alan

LEAGUE RATING

6 SUPREMACY

7 CELTIC LEGENDS

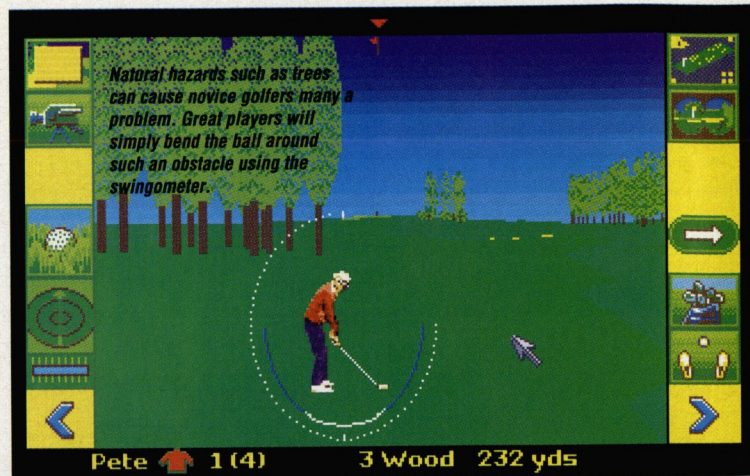
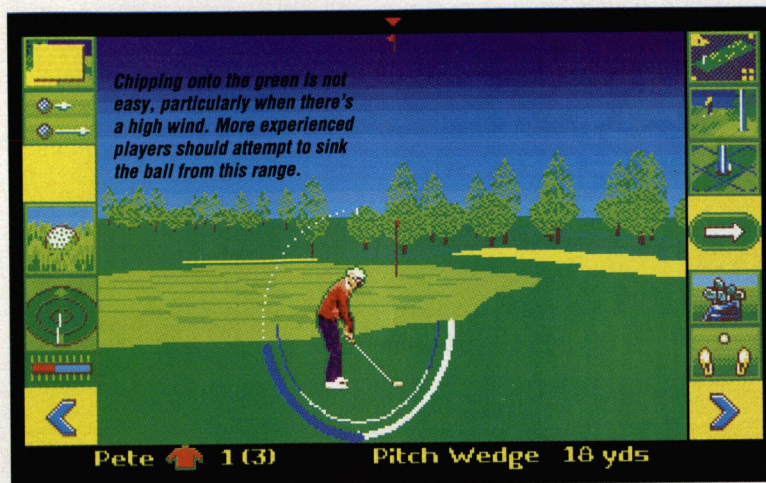
8 BANDIT KINGS CHINA

STRATEGY

A STEP BY STEP GUIDE TO BECOMING A LEGEND



- 1) Access information regarding specific individuals, such as their magic level, dexterity level, and so forth.
- 2) Zoom in to a particular area where you can closely view a battlefield or examine the surroundings more meticulously.
- 3) Order troops to various locations. Click on the icon followed by the army, and then click where you want to move your force.
- 4) Divide your army. You can determine how to split them and then where each of your new legions should move to.
- 5) Build a fortress on the area you designate. However, this will cost you 2000 Magic Points, so think wisely before you rush into any construction.
- 6) Return to the initial menu screen. Once there, you can restart the game – very useful if you're losing!
- 7) Click on this icon to indicate that you are ending your turn. Now the other player can begin his moves.
- 8) The map of the island with army positions highlighted as well as castles.
- 9) The area of the island that you are currently taking an active part in.
- 10) Moving armies are portrayed with an eagle over their heads so you can easily determine who are under relocation orders and who are presently still.
- 11) The top figure is the number of Magic Points available to player one and likewise for the bottom bar which concerns player two (the human or computer).



the ball cannot be seen clearly once it has been hit.

However, I felt that the changing viewpoint provided in PGA Tour Golf overcame this tricky problem quite nicely. Anyway, on with the review of the aptly named Microprose Golf.

MATCHPLAY GOLF

Before a shot can be taken, the type of game and the number of players must be decided. Beginners to the game may wish to grasp the basics of the game on either the driving range or the practice green. The ambitious however, will no doubt relish the chance to move straight into a full tournament.

A plethora of playing options are available ranging from 72 hole tournaments to simple human versus human encounters. Unfortunately, we haven't got the capacity to describe each tournament in full. The 100 page manual supplied with Microprose Golf gives an accurate run down of each.

A maximum of four players can participate in the majority of competitions. Firstly, you'll be asked to enter the human player's name then decide whether to play with a handicap or at novice level. The differences between the two skill levels become apparent once the match starts, therefore we'll detail those later.

You'll then be prompted to insert a course disk with a view to selecting a course. Six courses are supplied altogether, spread over two disks.

(Above) The isometric map displays the hole you are about to play and the nearest hole to that one. Adjusting the direction in which the ball travels is a simple matter of clicking the mouse anywhere on the course. The direction of your shot can be finely tuned just before you take your shot.

(Below) To successfully remove the ball from a sand trap you must hit the ball as straight and as firmly as possible. A bad shot may only move the ball a couple of inches.

SPORT SIM

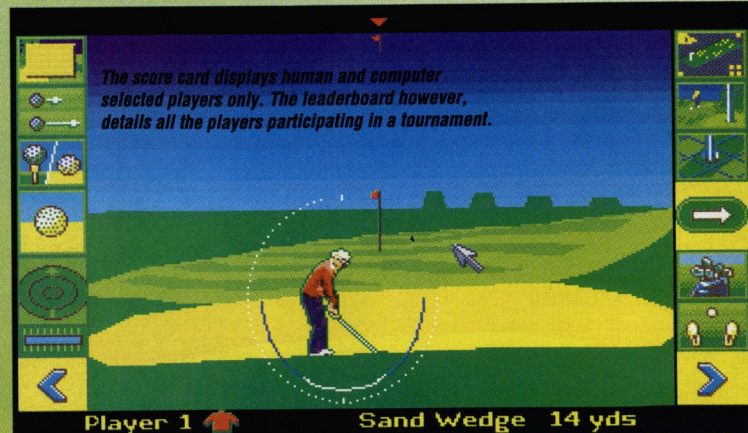


Ever since Access Software developed Leaderboard on the C64 over five years ago, the basic format of Golf simulations has changed very little. PGA Tour Golf is still out in front, despite the fact that the playability isn't greatly superior to that of Leaderboard. The sheer simplicity of Leaderboard

ensures its steady popularity among many Amiga enthusiasts.

Never ones to miss out on a simulation opportunity, Microprose have attempted to take this surprisingly popular theme one step further by adding an extra dimension. The documentation provided with Microprose Golf correctly states that it's impossible to judge the accuracy of a shot on a 2D screen because

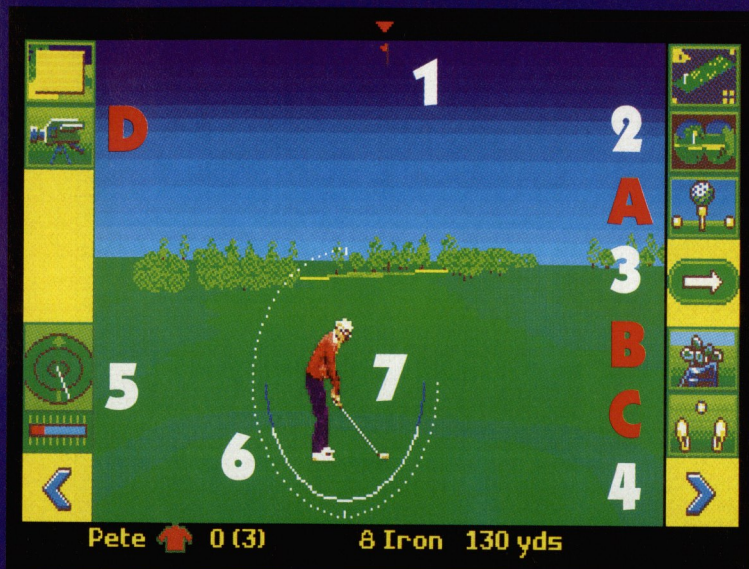
THOUGHT TRAIN CHALLENGE			
Round 1 (1)			
1	William Blake	-1	1
2	Edouard Manet	L	6
	David Hockney	L	2
	Pete	L	1
5	Da Vinci	+1	6
	Frans Hals	+1	5
	Paul Cezanne	+1	4
	Edward Degas	+1	4
	Pablo Picasso	+1	2
10	Ku K'ai-chi	+2	5
	F. Goya	+2	3
12	S. Botticelli	+3	3



- 1) Displays the flag position.
- 2) Takes you on a quick journey around the course.
- 3) Proceed icon/take shot.
- 4) Fine direction adjustment.
- 5) Wind indicator displaying strength and direction.
- 6) The outer circle of the swingometer determines shot power.
- 7) The swingometer's inner circle determines hook and slice.

GET INTO THE SWING OF THINGS

Even though the game is played in 3D, five different camera positions are provided for your experience. Whenever you are looking at a shot view you will have the option to change the position of each of the camera viewpoints. It's even possible to follow the ball all the way down the fairway.

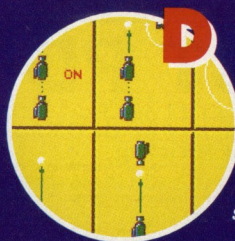


Driving is one of Golf's most important shots. A good drive can lead to a dramatic reduction in your score. Therefore, it's

imperative that the height of the tee is positioned correctly. A high tee results in a high shot, therefore it's not always wise to hit the ball high and expose it to strong winds.



17 clubs are available altogether, yet only 14 can be carried at any one time. You must always carry a putter. Woods should be used for gaining yardage, while irons are ideal for chipping the ball and gaining considerable distance. The angle of loft increases through the set enabling progressively higher shots.



The position of the ball in the stance can be altered to effect the outcome of any shot. The further forward the ball is placed, the less back spin you'll impart.



Microprose Golf

The courses supplied are the figment of a very wild and vivid imagination and even the likes of Ian Woosnam and Nick Faldo may struggle if asked to participate.

TEeing OFF

The match can now effectively begin. An isometric view of the current hole is displayed which can be rotated through 90 degrees. Both the tee position and flag are clearly highlighted along with an abundance of information relating to the player, hole and potential of the selected club. A white line extends from the base of the ball and this represents the path which the ball should take if it is struck perfectly.

At the bottom of the isometric display window there are a number of selectable icons which allow you to measure the wind, alter your stance, select a club and even alter both the height and position of the tee. Thankfully, it's not imperative to alter all of these until you're entirely comfortable with the basics, as the computer will handle this side of things to a certain degree.

The screen will now switch to display the main viewing window. At

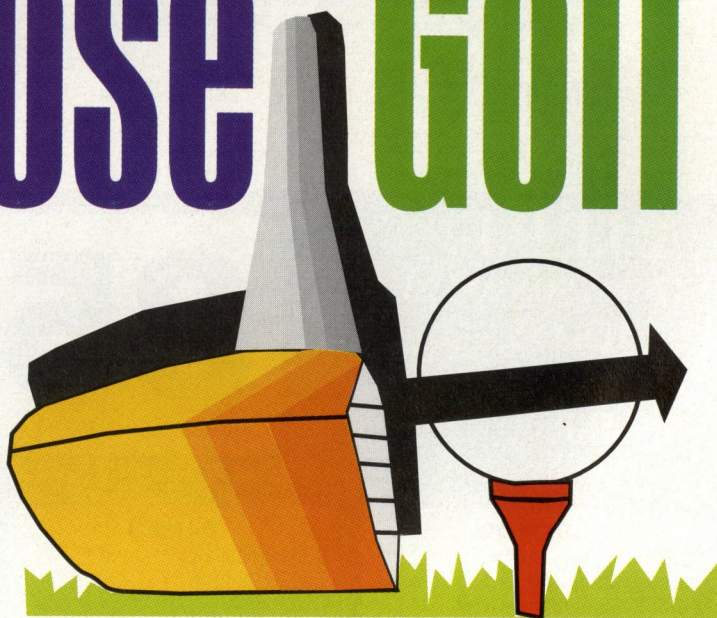
this stage the camera is positioned behind the golfer, but this can be altered once the shot is taken or used to follow the ball in 3D down the fairway! All the usual hole and player information is displayed. Once that you've made any final adjustments to your direction, you're ready to take the shot.

FORE!

In true Golf simulation style, a swingometer system is employed. This comprises of two circular lines around the golfer. The outer circle determines shot strength, while the inner circle governs the amount of hook or slice you impart on the ball.

Putting is an extremely tricky affair. An isometric grid is portrayed over the green which highlights slopes and discrepancies. All you need to do is stop an advancing red bar when the correct power marker is reached. While this marker is determined by the computer, it is only based on a flat and even green. So you have to compensate for any bumps yourself in order to sink the ball.

OVERALL
SCORE
89%



A C T I O N I N F O

MICROPROSE GOLF
MICROPROSE £34.99
TEAM: THE THOUGHT TRAIN

Golf games always tend to work extremely well on the home computer format and this effort from Microprose is no exception. Typically, no minor detail is overlooked and there's a wealth of statistics and enough course data to keep any ardent sports simulation fan more than happy. Having said this, I still prefer PGA Tour Golf for its simplistic playability and true competition stats. Microprose Golf however, is a technically impressive addition to the range that'll no doubt keep many a family exceedingly happy this Boxing day.

Pete

LEAGUE RATING

7 PGA TOUR GOLF

8 MICROPROSE GOLF

9 TENNIS CUP

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As Christmas is coming and the goose is getting fat, this is the Budget page and that's the end of that! So there you have it! Pete's been such a lazy slob lately that we gave him the budget page which will soon be a regular feature in Amiga Action. Here's just a taster (yum!) to whet your appetite, and we hope you're pretty thirsty for some hot, sizzling and scrummy woman, er budget games. So cast your eyes downwards and see just what delights Petey has in store for you. God bless you Pete and all who sail in you.



Budget

BUDGET SPECIAL

BUBBLE BOBBLE THE HIT SQUAD



90
BUDGET
RATING

7.99



Bubble Bobble was initially released around four years ago on most of the popular 8-bit formats. At the time, there was nothing better and it still comfortably holds its own against many of the current releases.

You and, if you so desire, a team mate can take control of two cute dragons, incidentally named Bub and Bob who must battle their way through no less than 100 levels of chaos in search of their buxom, beautiful, beloved girlfriends.

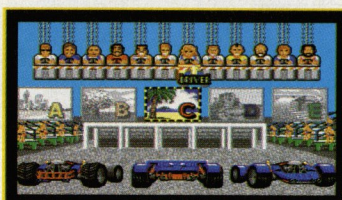
The real aim of the game is to jump around the mass of platforms blowing bubbles and trapping every single one of the baddies in order to convert them into bonus objects.

If you've never been fortunate enough to play this game, buy it now. It's one of the most fun and addictive games that I've ever had the pleasure of playing and at this ridiculous price that can't be bad, can it?



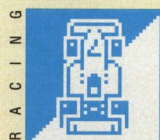
BUDGET SPECIAL

POWER DRIFT THE HIT SQUAD



29
BUDGET
RATING

7.99



Power Drift in the arcades was OK. It looked good, it sounded pretty neat and surprisingly enough, it played reasonably well too. There's also no doubting that a game such as this relies on the speed of the hardware. And, I'm afraid the Amiga just ain't fast enough.

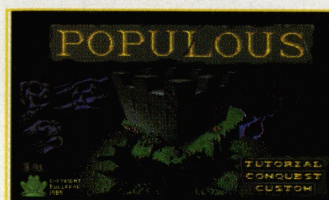
Taking control of a small manoeuvrable buggy, you must drive your way around 27 roller coaster-like circuits and attempt to leave the other competing buggies in your slipstream. If you fail to reach one of the checkpoints in a specified time limit the game ends.

Before I continue, I'd like to pass on my condolences to anybody who was stupid enough to buy this when it was over £20. If you haven't got it yet, don't buy it now because it's uncontrollable, it's impossible to tell what the hell's going on and it's a terrible waste of eight quid. Avoid this like you'd avoid Aids or the bubonic plague.



BUDGET SPECIAL

POPULOUS EA STAR PERFORMER



92
BUDGET
RATING

10.99



This particular re-release shouldn't require any introduction whatsoever, but for the sake of our heroes John McCarthy and Terry Waite I'll briefly detail the gameplay. You play the part of a God who commands a small party of dedicated followers.

The more followers you obtain and the greater their achievements, the more power you'll be given. Unfortunately though, it ain't all one way, because there's another God that wants his share of the cake.

Therefore, it's up to you to create a stronger following, attack the opposition using your massed forces and inflict a series of ecological disasters on his land in an attempt to rid the world of the opposition.

Anybody who plans to buy Populous 2 shouldn't bother with this, otherwise buy it right this moment because it's an excellent strategy game with thousands of lands to master.



BUDGET SPECIAL

BATMAN THE MOVIE THE HIT SQUAD



78
BUDGET
RATING

7.99



When Ocean gained the licencing rights to **Batman - The Movie**, it was about as surprising as a sub-zero temperature in the South Pole.

At first we all thought that it would just be a typical film tie-in, that is big name, but ever so bobbins game! But how wrong we all were.

A number of game reviewers got very excited, while others danced in the streets labelling it an all time classic.

So how does it compare to today's offerings? Well, actually very well indeed, particularly against other film tie-ins.

The graphics are good, it plays well and the impressive driving sequences are nothing short of superb.

With five different scenarios in this corker of a release, we're most definitely looking at one monkey that can still hang by its



Games Reviewed

BUDGET SPECIAL

TURRICAN KIXX



89
BUDGET
RATING

7.99



Turrican 2 was never very different from the original Turrican, therefore if you don't own either of the games this will come as a very pleasant surprise to you.

Taking control of an awesome warrior, you must negotiate a large number of massive levels which are jam packed with ferocious adversaries, huge end-of-level guardians, platforms and a whole host of other exceedingly awkward obstacles.

Fortunately, you can collect a number of welcome weapon power-ups to make your life a little easier.

With super smooth, fifty frames a second screen update, animated backdrops, arcade quality sound FX and tremendous gameplay, you could do far worse than getting your grubby mitts on Turrican this Christmas.

Consider your begging letter to the old geezer himself, Santa Claus, well and truly written.



BUDGET SPECIAL

CHASE HQ THE HIT SQUAD



52
BUDGET
RATING

7.99

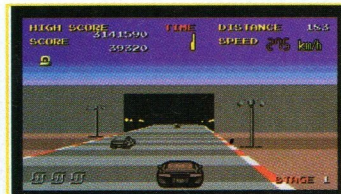


Another arcade conversion from the Ocean stable which at the time received favourable reviews. Today, it looks very dated indeed, particularly when compared to Gremlin's superb Lotus Turbo Challenge 2. Taking the wheel of a high powered Porsche you and your partner must pursue a number of dangerous criminals, each of which drive speedy souped-up vehicles.

Taking a behind car perspective, the road and trackside obstacles are displayed in a somewhat dodgy 3D. Occasionally, the road forks (Outrun style) and you must decide which route to take in order to trace the crims.

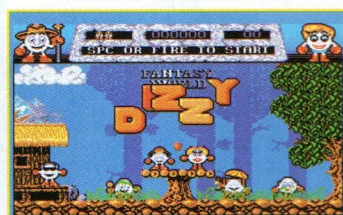
It all sounds very exciting, but unfortunately it's a bad conversion that fails to excite in any manner.

If I was you, I would save my cash for a little longer and buy Lotus 2, because it's streets ahead of this.



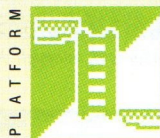
BUDGET SPECIAL

FANTASY WORLD DIZZY CODE MASTERS



82
BUDGET
RATING

7.99



I have a confession to make. I must admit to having never played Treasure Island Dizzy, which is a bit of shame really because its sequel, Fantasy World Dizzy, is an extremely playable platform romp that takes me back to the good old days of 8-bit computing.

Playing the part of Dizzy, you must negotiate several levels of platform orientated mayhem solving puzzles and overcoming various characters.

Dizzy can do everything! Well, almost. He can run, jump and manipulate objects in such a manner that overcoming certain obstacles is easier than it looks.

The cartoon style graphics are, to be absolutely honest, rather primitive, yet clearly represent the action.

The sound is jolly, yet most importantly, the game plays well and is a bundle of fun!



BUDGET SPECIAL

ALTERED BEAST THE HIT SQUAD



40
BUDGET
RATING

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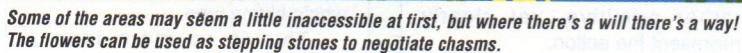
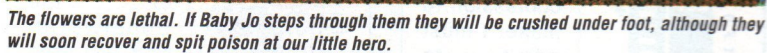
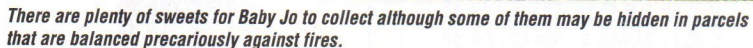
The evil Lord of the Underworld, Nelf, has risen from his pit to kidnap the beautiful Athena, daughter of Zeus, whoever he might be. Anyway, he's called upon you to rescue his daughter from the clutches of evil. If you succeed, he'll doubtlessly hand out huge sums of dosh.

This sets the scene for Altered Beast – another in the long line of tedious, horizontally scrolling beat'em-ups that has about as much sex appeal as a floating turd.

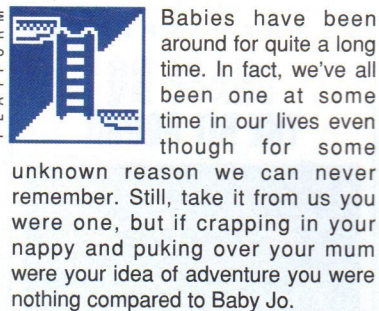
The aim of the game is to kick and punch your way through hundreds of fearsome enemies. The graphics are bland and at the best of times it's impossible to tell who's hitting who.

This is no more than a laborious beat'em-up that requires very little skill and plays like a brick.





ANTICS IN THE BABY ZONE



He's willing to take on the whole world just to get back to the loving warmth of his mother.

With a storyline as sick as Baby Jo you may initially find yourself wanting to watch the cute little sucker burn and blub his eyes out, but once you take control of him you'll soon change your mind and will be egging him on to mummy with some of the foulest language ever thought up. So exactly how sickening is this storyline I hear you ask.

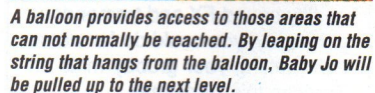
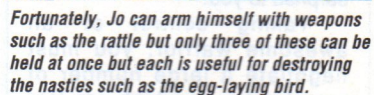
Baby Jo's mum is obviously suffering from senile dementia because she's left our little cutesy in the woods all alone and seems to have forgotten about him completely. Fortunately, the little fellow is extremely resourceful and has a great sense of direction - he can smell mashed apple from miles away! Pretty useful actually because he's got a long way to go.

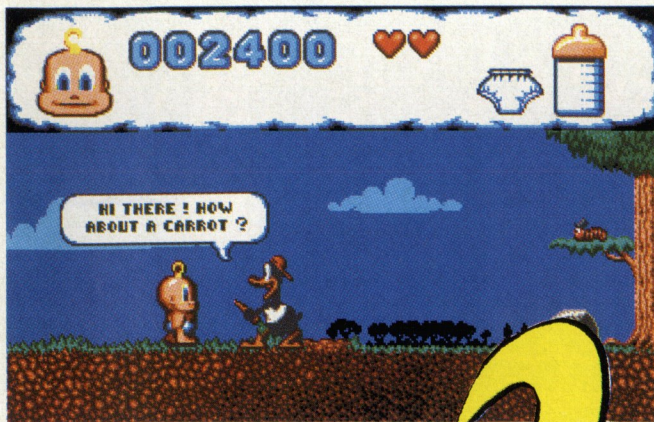
As tough as he may seem, Jo is just like any other baby – he cries when he is hurt, smiles when he finds his favourite things, screams when he gets burned, shows his satisfaction after a good meal, is sad when he falls and sucks his thumb when he's bored. The only things he doesn't do is pooh his nappy and throw up everywhere – thank God!

His main attributes are his ability to run very fast, jump very high, and

float casually to the ground when in the air. However, Jo is gonna need to muster all his abilities if he is to avoid the nasties of the countryside, such as killer wasps, rolling logs, egg laying birds, forest fires and poisonous caterpillars. None of these have much respect for the charming likkle billy!

Mother Nature has provided help for our sickeningly sweet hero. The Super Diaper gives Baby Jo super-speed and enables him to cross huge distances in a single bound, the Protective Cape is temporary but





(Left) At certain parts of each level, the duck will leap from the ground and offer his advice. Baby Jo must be cautious as not all of his advice is sound and he may throw Jo a red herring.

(Right) If Jo is hit several times his face will turn red and he'll begin to cry his eyes out. When he's burnt, his nappy catches fire and shoots him into the air.



protects Jo from all harm, the Throwing Rattle equals five rattles that can be thrown against the enemy. It is effective against most but not all of them. There are plenty of other weapons and bonuses to collect but we're not going to tell you about them all, so there!

OFF YOU GO, BABY JO!

The action scrolls horizontally from right to left with Baby Jo positioned in the centre of the screen. Most of the action consists of platform leaping and the collecting of items, but certain weapons can be collected that add a bit of death and destruction to the plot – very nice indeed! Along the way there are plenty of food items to collect.

Although the dangers are many, the worst has to be the small fires that will roast Jo's bum to a cinder when touched. Most comforting to our hero is his milk. Guzzling the milk increases his energy. On emptying it, he smacks his lips and gives the thumb up – gawd bless him.



Super nappies are also very valuable to our bald headed babe in arms as they allow him to jump higher

allowing access to those previously inaccessible platforms. However, they don't last forever.

The status display is positioned at the top of the screen showing Baby Jo's face which gets more red as he takes hits. If his face gets to the point of boiling over, Jo will drop to the floor and cry his eyes out, losing a life in the process. The milk bottle indicates life force level.

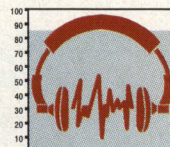
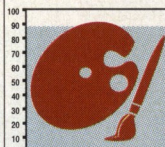
Each level has a password which can be entered at the start of a new game.

This eliminates the monotony of having to start straight from scratch.

OVERALL
SCORE
85%

ACTION INFO

BABY JO
LORICIEL £25.99
TEAM: IMAGEX



Although you may think that Baby Jo is a game for younger players, it most certainly isn't. The action is pretty intense and will keep you wagging your stick for ages. The graphics are superb – Baby Jo being very nicely animated with some superb baby images. The sound effects are also of a very high standard, especially when Jo cries his heart out and screams when his nappy catches alight. Loriciel have come up with a game that is both cute in appearance while being extremely addictive and highly playable. With ingredients such as these you shouldn't miss out.
Steve

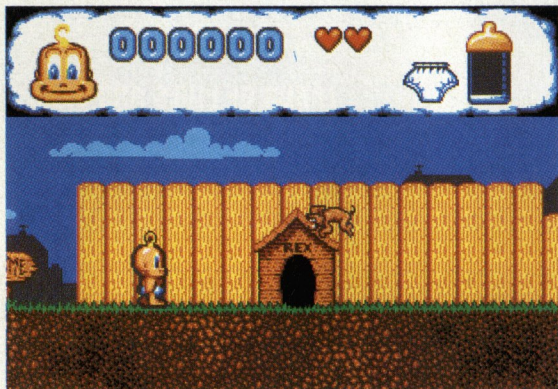
LEAGUE RATING

15 BLUES BROTHERS

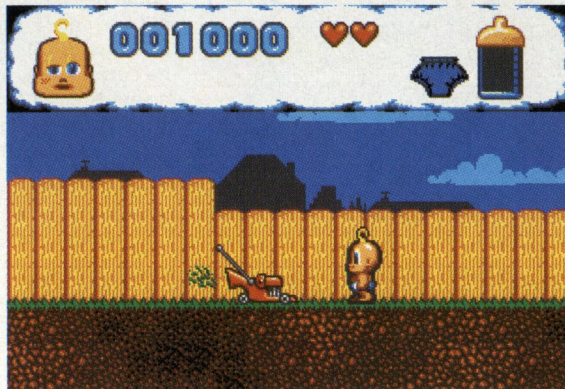
16 **BABY JO**

17 CHUCK ROCK

P L A T F O R M



Rex the dog is a real pain. He leaps around causing havoc. The only way for Jo to avoid him is to shoot him with a rattle or leap over him.



The lawnmower is also very unfriendly. It roams the garden chopping up anything in its path – including our hero.



The Lord of the Rings



Aaaargghh! It's a Ringwraith. Quick, run for your lives. The Nazgul are your most fearsome adversaries and their mere presence is enough to kill those of a nervous disposition.

possesses the One Ring but a small Hobbit by the name of Frodo Baggins.

This burden was passed on to him by his uncle, Bilbo Baggins, many years ago and now the Dark Lord of Mordor is stirring again and the Ring must be destroyed before he can acquire it. It must be cast into the fires of Mount Doom at the very heart of the dark land of Mordor where it will finally be lost forever.

This is Frodo's quest and you must aid him.

The game is based on the first of the three books in the Lord of the Rings trilogy by J.R.R. Tolkien. You begin your adventure in a sleepy village called the Shire, standing outside the door of Bag End

to be precise. Coming with you on the quest will be Pippin and Samwise.

FELLOWSHIP OF THE RING

Along the way you will also be able to recruit extra members into the Fellowship. All the main characters from the books are present including Merry, Gandalf, Bilbo, Elrond, and Aragorn to name just a few.

There are also plenty of lesser characters for you to interact with. They will provide you with valuable information and hints so listen carefully to what they say.

LANDS OF ELVES AND ORCS

The regions of Middle Earth that you will be exploring are mapped out in detail (right down to every house within the Shire) and, as you



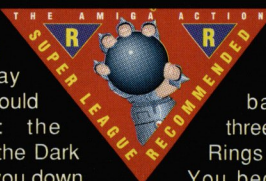
ROLE PLAYING



"One Ring to rule them all, one ring to find them. One Ring to bring them all and in the darkness bind them."

The verse inscribed on the One Ring is enough to strike fear into the hearts of the stoutest men of Middle-Earth. Even the bravest of warriors would shy away from the burden that it would bring to its owner: the knowledge that Sauron, the Dark Lord himself, is tracking you down.

However, it isn't a strong warrior, nor a powerful wizard that now



This is where you start from, Bag End in the Shire. This was your home for many peaceful years but now you must leave and face the dangers that threaten from the land of Mordor.



There are many smaller adventures for you to embark on during your quest. Completing them will usually confer a reward that will help on your missions.



- 1) **ENERGY:** As you take damage in combat this will be reduced.
- 2) **PORTRAIT:** The currently selected character, in this case it's Frodo.
- 3) **COMBAT:** If you are being beaten up this is the icon to click on.
- 4) **MAGIC:** Just say the word and watch the bad guy disappear in a ball of smoke.
- 5) **ATTRIBUTES:** Find out who is the best fighter in your group.
- 6) **TALK:** Chat with the locals and find out the best rumours.
- 7) **GET ITEM:** Use this icon to pick up all of the treasure.
- 8) **LEADER:** Select the decision maker for your team.
- 9) **USE ITEM:** If you want to open a door or light a torch you should click here.
- 10) **CHARACTER:** Allows you to control another character.
- 11) **SKILLS:** Stamp collecting, climbing and Hobbit lore can all be found here.
- 12) **OPTIONS:** Boring things like saving games and so on.

investigate, the treasures and terrors that they hold within will be revealed to you. You must decide whether to take a direct route to your goal, following the path used by the characters in the book, or go by a less direct route and hope to discover a new treasure to aid you.

Time is not on your side. For always on your trail are the Nazgul. And nine slaves of Sauron have been given the task of tracking down the Ring and returning it to their master. In addition to this terrible danger you will also have to face Orcs, Goblins, Trolls, Spiders and (oh no!) a Balrog.

OVERALL SCORE
75%

THE LORD OF THE RINGS

ELECTRONIC ZOO £25.99
TEAM: INTERPLAY

When this game appeared in the office I must admit I became more than a little excited, as I thought my dreams had come true. Unfortunately, I was rather disappointed. Although the gameplay is fine on a fast machine like a PC, the Amiga can't handle all the information that needs to be processed. The result is a game that is frustrating to play because of the slow update. If you persevere for many hours, you become used to the situation and really enjoy the game but I fear that most people will give up long before the time of enlightenment.

Jason

LEAGUE RATING

9 HARD NOVA

10 LORD OF THE RINGS

11 LEGEND OF FAERGHAIL

ROLE PLAYING

GOLLUM'S COMPO CORNER



Bless us and splash us, my precious! We wants it, keeps it. Gollum! But they takes it away, we hates the Bagginses, we hates it foreversss!

It must have a competition with usss. Praps it likes riddles, praps it does, does it? If precious asks and it answers, then we gives it what it wants, the game, eh? Yesss. If we asks it and it doesn't answer, Gollum, then we eats it!

What has it got in it's pocketsss? That's the riddle, the one that makes us laughsss gets the game and the otherssss gets a choice feast, at least a tasty morsel it'd makes us, Gollum!

Send your answersss to:

Gollum (My Precious), Amiga Action, Europress Interactive Ltd, Europa House, Adlington Park, Macclesfield, Cheshire, SK10 4NP.

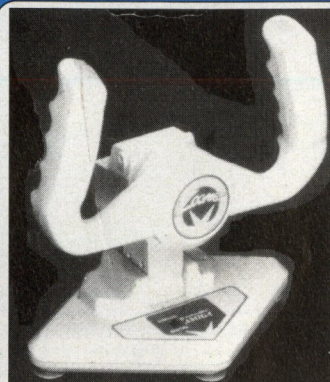


The ruins to the north of the Shire hold a little surprise. A little girl has become lost and needs your help. Her parents will reward you well if you can return her home safely.



You won't find spiders this big in your bathtub. The awful creature has ensnared a helpless child in its web. Grab your sword and be brave!

IMPROVE YOUR FLIGHT SIM.'S RESPONSE

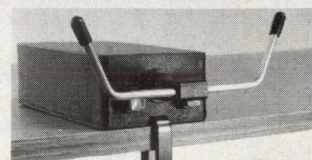


ZOOMER

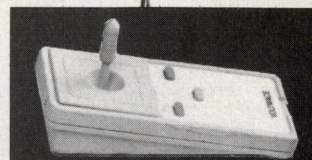
Many flight simulators are written for use with an analogue joystick! The number of programs that run an analogue joystick are becoming too vast for us to list! An analogue joystick will greatly improve the control and response of your flight simulator, giving you ultimate value for money, flying like a true professional!

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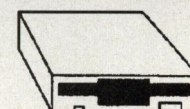
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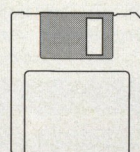
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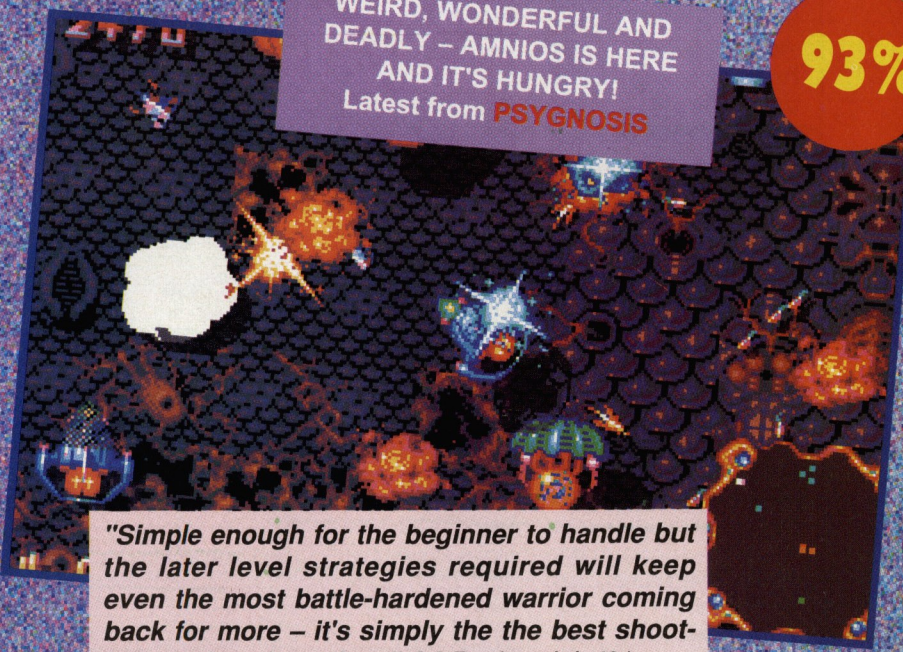
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"A fantastic debut from what must be regarded as a stylish and knowledgeable software house that understands the public's demands." AA Review October '91

HEADING UP A
CRACK ASSAULT
TEAM CALLED
MERLIN - EXPECT
CORE'S
THUNDERHAWK
TO HAVE SOME
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"Fast and furious gameplay and the smoothest and fastest 3D routines we've ever seen - yet it has enough depth and realism to keep you coming back for more." AA Review September '91

POGO-A-GOGO -
BACK
ADVENTURING
THROUGH NOR'S
LAND OF SEA AND

92%



"Anyone who has played the original will know how good this game is going to be, but for anyone who hasn't - don't hesitate, just rush out and get it as quick as you can." AA Review September '91

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All subscriptions received before 3rd January will commence with the February issue of AMIGA ACTION.



STORM IN A TEACUP

Having bought SWIV when it originally came out, I was disgusted to read that Storm (the game's publisher) had re-released it on both a budget label and compilation. To say I've been completely ripped off is an understatement. I paid over 20 quid for this game and now it's available for under a tenner. Surely software houses shouldn't be allowed to get away with this. What are your views on the subject?

Giles Moore, Widnes

Firstly Giles, I'm not sure that SWIV is available on budget. In fact, I'm positive that somewhere along the line you've been misinformed. Anyway it is available on compilation and to be quite honest, I really don't see what the problem is.

From Storm's point of view it's quite simply a way of making extra money out of a game which has eventually lost its selling power in the full price market. Any thriving business would do the same and I'm sure you would if you were in a similar situation.

LEAGUES ABOVE

My friends and I were recently debating how you work out where to put a game in the Super Leagues. I said you work them out on a percentage basis, he said that unit sales determined their position. If you do go off percentages how come some games with lower percentages get put above those with greater scores? Please explain how it works.

Timothy Smith, Newburn

You wouldn't believe how many letters we receive from readers regarding our Super Leagues. Actually, you were closer to the truth than your friend who was way out. We do work out where to put a game using its percentage rating but only for that particular issue.

For instance, if one platform game receives a higher percentage than another platform game in the same issue, the higher rated game would be placed further up the league.

However, some games don't stand the test of time as well as others and can be placed below newer games that have in fact received lower marks in a later issue.

Finally, a quick word to all those sad types that send in complaints because their favourite game isn't top of the league. Everybody has their own opinions including ourselves. If you don't agree with our opinions, tough luck.

MONKEY BUSINESS

I am writing in to find out if The Secret Of Monkey Island 2 - LeChuck's Revenge is coming out on the Amiga. If it isn't please explain why.

Robert Finney, Chislehurst

Yes it is! Therefore, no, I will not explain why it isn't.

GREAT NEBULUS DEBATE

I have been a Nebulus fan ever since the original came out and when I heard about Nebulus 2 I bought the September edition which reviewed it straight away. I was, of course, impressed with the high rating of 92% and was all set to buy until I saw a review in another magazine for just 66% What shall I do? Take your word for it and buy it, or take the other magazine's opinion and give it a miss? I don't understand how the ratings can vary so much, perhaps you can tell me why?

Mark Ripley, Canterbury

Surprisingly enough, there has recently been a debate in CTW about the two conflicting ratings you've quite rightly questioned. Once again, we have to say that it's all down to the reviewers particular tastes in games. Doug obviously enjoyed it, our rival magazine didn't. Personally, I found it a little too frustrating and would have rated it in the high seventies, low eighties region. Cop out, or what?

COVERDISK DILEMMA

In the August edition of Amiga Action one of the games on the coverdisk was Championship Athletics and in the "Worth its weight in gold" section you said it was a very good game. However, in the October issue when you reviewed the game it was given a very poor 41%. The review said that the animation was naff (which I agree with) and that you could end up with a hernia before that game had finished. If you thought the game was such rubbish, why did you put it on your usually excellent coverdisks?

Paul Faulkner, Hayton

When a software company approaches us with a coverdisk demo, it's not up to us to decide whether or not it's a good game. That bit is up to

you. The whole idea behind coverdisk demos is to give you, the reader, and potential buyer of computer software an insight into new releases. Therefore, it's up to you to decide whether or not to buy the full priced product once it's released.

Hawk must have had faith in Championship Athletics otherwise they wouldn't have agreed to demonstrate it through our magazine in the first place.

CHEAP AND CHEERFUL

I've noticed that most mail order companies in your magazine advertise games at cut down prices.

For instance, game such as Populous, Kick Off II and Rainbow Islands can be purchased for under ten pounds whereas newer releases such as Jimmy White's Whirlwind Snooker and Magic Pockets can be bought for around twenty pounds at the very most. Are these companies selling pirate copies or are they a kind of club that forces you to buy so many games a year a cut down prices? Should I trust these companies and pay less or stick to buying games from chain stores?

P Brown, Halifax

There's no reason why you shouldn't trust mail order companies. The majority of them run an excellent service and it's all perfectly above board (ie, no piracy). All you get is the same game at a much cheaper price.

Some services, like you say insist that you buy a set number of games each year at low prices. People who buy games on a regular basis can therefore benefit from such schemes.

GISSA JOB

I am currently studying Art at my local college and eventually hope to use this course as a stepping stone into designing and drawing graphics for computer software.

As Amiga Action is by far my favourite magazine I was hoping you may be able to recommend what further steps to take in order to achieve my aim. Should I write to the software companies in question or look out for job advertisements? Thanks in advance for any ideas you may put forward.

C Johnston, Cardiff

The first thing you should do is create some sort of slideshow containing your best work and send it to as many software houses as possible. Unfortunately though, many won't reply as they tend to get thousands of letters and disks from potential graphic artists and programmers each year. It goes without saying that you'll need a lot of luck as well as skill to get anywhere at all.

It's all a matter of being in the right place at the right time. Sorry, it's a bit of a downer I know, but keep trying and you never know where it might lead.

PROBLEMS WITH THE PLUS

I've recently bought the new Amiga 500 Plus. I was faithfully told that Commodore had accidentally shipped a whole load of them over to Britain prior to the release date.

I was very disappointed, however, to find that it will not load certain programs. Could you please update your coverdisks so that they will run on this new model.

I am also a great fan of public domain software and would like to know whether or not all PD programs will load or not. How long do you think it will take before all the software houses start producing software to run on all models?

Owen Hamnett, Swansea

Without any doubt, all new software released on the Amiga will work fine with the 500 Plus. However, around 35% of current titles on the market won't run, so try and find this out before parting with your cash.

As to whether public domain software works on the 500 Plus, well, your guess is as good as mine. Most demos don't respect the Amiga's complex operating system anyway, so I'd be very surprised to find any old compatible demos.

Remember, we hand out free software to any letters that we feel are worthy of a prize. Write your letters fairly short, clearly and to the point.

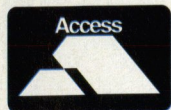
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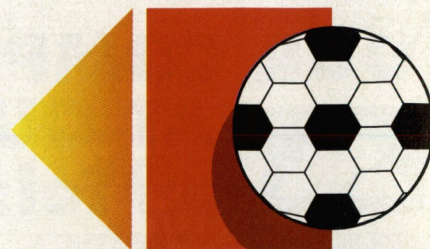
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Late Kick Off



This month's Late Kick Off section features several big games that'll no doubt receive rave reviews in next month's issue of Amiga Action. Big games such as, the long awaited Lemmings data disks, Ocean's Wrestlemania and the massive strategy game Realms from Virgin! For those who cannot wait, here's a brief run down of each to whet your appetite.



OH NO! MORE LEMMINGS PSYGNOSIS

STAND ALONE VERSION £25.99
DATA DISK £19.99

The original Lemmings was an all time classic and, needless to say, sold by the truck load. It's also quite easy to predict that Oh No! More Lemmings will be just as popular. I'd just like to point out that this isn't Lemmings 2. Oh no, this is merely a data disk containing no less than 100 additional levels.

Created by the same DMA team that brought us the original classic Lemmings, we can expect a lot more of the same, but with a much steeper difficulty curve. For a start, there are several new Lemming crushers and loads of new traps. It's also available in two formats: A stand alone version for those who don't own the original and a data disk that must be used with the original Lemmings.

HOME

A lot more of the same
The addictive hook is as strong as ever
A great deal more challenging

AWAY

Nothing



WWF WRESTLEMANIA OCEAN—\$25.99

Ever since SKY Sports started broadcasting the eyebrow raising spectacle of American wrestling,

the popularity of this sport has blossomed.

So popular in fact, that a coin-op representation of the game is already gracing our arcades. Ocean never miss the chance to please the punters and therefore have snapped up the licencing rights to this popular theme.

Your job is to compete against five of the toughest and meanest wrestlers in the world in a brave attempt to win the Wrestlemania Belt. Each of the opponents have individual characteristics and special moves. You to can choose to compete as one of three wrestlers who also have their own individual speciality move.

HOME

Best wrestling game yet to appear on the Amiga
Large cartoon style characters

AWAY

Possibly a little too easy
Acquired taste



REALMS VIRGIN—\$25.99

Ever since the legendary Populous appeared, there's been no end of isometric arcade style strategy games released on the Amiga. Graftgold, the proud creators of Realms, claim to have thought up the idea in the first place, hence the length of time spent developing this latest addition to the theme.

Playing the part of a King, you've just inherited a realm from your deceased father. Unfortunately, there's another realm that considers itself more important. It's up to you decide whether to barter with them or build an army to battle against them. Each realm vies to be the ultimate power. There can only be one! You must ensure that it's yours.

HOME

Gargantuan fractal generated landscapes
Should appeal to fans of non-strategy games
Utilises a successful tried and tested theme
Superb graphics and sound

AWAY

Nothing



CARDIAXX ELECTRONIC ZOO—\$25.99

A new challenge has arisen for Starfighters throughout the universe. A new ship has been devised that can hit speeds beyond belief and only those with skill, quick reflexes and nerve can cope.

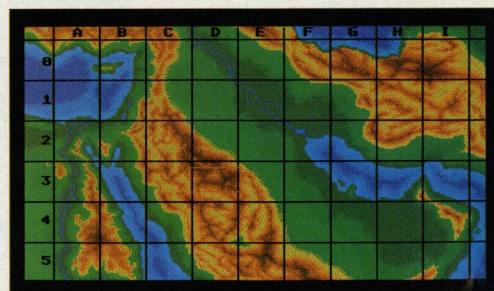
This is Cardiaxx. Featuring interactive digitised speech, masses of adversaries and a number of huge end-of-level guardians, you must fight through multi-chambered mayhem. To help your cause, you can bolt on weaponry and power-ups.

HOME

Unbelievably fast scrolling action
Shoot'em-up fans will lap it up
Impressive range of sound FX

AWAY

Frantic action isn't everyone's cup of tea



FIGHTER COMMAND IMPRESSIONS—\$29.99

The main objective of Fighter Command is air supremacy. By commanding a huge air force you must allocate your aircraft to bases and detail missions to each squadron to defend your territories against air attack and become victor.

Fighter Command comes complete with a Middle East war scenario containing over 20 different scenes. You can access air bases, radar stations and an enormous plethora of aircraft.

HOME

Massive play area
Various missions and scenarios

AWAY

Bland graphics

CITIZEN

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TOTAL RRP: £224
SAVING: £109
SILICA PRICE: £115

SERIAL INTERFACE OPTION
The 120D printer is available with a serial interface for £115+VAT.
Ref: PRI 2125 - £135.13 inc VAT.

£115

+VAT=£135.13 ref: PRI 2120

9 PIN PRINTERS



FREE! COLOUR KIT

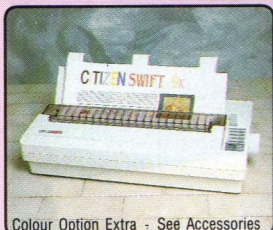
192 CPS **80 COLUMN**

- Citizen Swift 9 - 9 pin - 80 column
- 192cps Draft, 48cps NLQ
- 8K Printer Buffer + 3 Fonts
- Parallel Interface
- Graphics Resolution: 240x240dpi
- Epson and IBM Emulation
- **FREE Colour Kit**
- **FREE Silica Printer Starter Kit**

RRP: £239
COLOUR KIT: £38
STARTER KIT: £25
TOTAL RRP: £302
SAVING: £123
SILICA PRICE: £179

£179

+VAT=£222.08 ref: PRI 2206



Colour Option Extra - See Accessories

192 CPS **136 COLUMN**

- Citizen Swift 9x - 9 pin - 136 column
- 192cps Draft, 48cps NLQ
- 8K Printer Buffer + 3 Fonts
- Parallel Interface
- Graphics Resolution: 240x240dpi
- Epson and IBM Emulation
- A3 landscape printing
- **FREE Silica Printer Starter Kit**

RRP: £329
STARTER KIT: £25
TOTAL RRP: £354
SAVING: £105
SILICA PRICE: £249

£249

+VAT=£292.58 ref: PRI 2309

24 PIN PRINTERS



FREE! COLOUR KIT

216 CPS **80 COLUMN**

- Citizen Swift 24e - 24 pin - 80 column
- 216cps Draft, 72cps LQ
- 8K Printer Buffer + 6 Fonts
- Parallel Interface
- Graphics Resolution: 360x360dpi
- Epson, IBM & NEC P6+ Emulation
- **FREE Colour Kit**
- **FREE Silica Printer Starter Kit**

RRP: £365
COLOUR KIT: £38
STARTER KIT: £25
TOTAL RRP: £428
SAVING: £169
SILICA PRICE: £259

£259

+VAT=£304.33 ref: PRI 2534



Colour Option Extra - See Accessories

192 CPS **80 COLUMN**

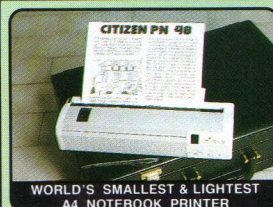
- Citizen 224 - 24 pin - 80 column
- 192cps Draft, 64cps LQ
- 8K Printer Buffer + 2 Fonts
- Parallel Interface
- Graphics Resolution: 360x360dpi
- Epson and IBM Emulation
- Colour Option Available
- **FREE Silica Printer Starter Kit**

RRP: £269
STARTER KIT: £25
TOTAL RRP: £294
SAVING: £95
SILICA PRICE: £199

£199

+VAT=£233.83 ref: PRI 2484

NOTEBOOK PRINTER



**WORLD'S SMALLEST & LIGHTEST
A4 NOTEBOOK PRINTER**

64 CPS **80 COLUMN**

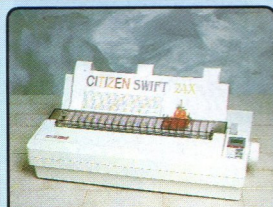
- Citizen PN48 Notebook Printer
- Non-impact Printing On Plain Paper
- LASER QUALITY - 64cps
- 4K Printer Buffer + 2 Fonts
- Rear and Bottom Paper Loading
- Parallel Interface
- Graphics Resolution: 360x360dpi
- Epson, IBM, NEC P6 & Citizen Emulations
- Power: Mains, Battery or Car Adaptor
- **FREE Silica Printer Starter Kit**

RRP: £325
STARTER KIT: £25
TOTAL RRP: £350
SAVING: £101
SILICA PRICE: £249

£249

+VAT=£292.58 ref: PRI 2100

24 PIN PRINTER



Colour Option Extra - See Accessories

192 CPS **136 COLUMN**

- Citizen Swift 24x - 24 pin - 136 column
- 192cps Draft, 64cps LQ
- 8K Printer Buffer + 4 Fonts
- Parallel Interface
- Graphics Resolution: 360x360dpi
- Epson, IBM and NEC P6 Emulation
- A3 landscape printing - **FREE Colour Kit**
- **FREE Silica Printer Starter Kit**

RRP: £489
STARTER KIT: £25
TOTAL RRP: £514
SAVING: £165
SILICA PRICE: £349

£349

+VAT=£410.08 ref: PRI 2577

24 PIN PRINTER

GOLD AWARD
Best Budget
Printer 1990
Micro Decision

144 CPS **80 COLUMN**

- Citizen 124D - 24 pin - 80 col
- 144cps Draft, 48cps LQ
- 8K Printer Buffer + 2 Fonts
- Parallel Interface
- Graphics Res: 360x360dpi
- Epson and IBM Emulation
- **FREE Silica Printer Starter Kit**

RRP: £249
STARTER KIT: £25
TOTAL RRP: £274
SAVING: £105
SILICA PRICE: £169

£169

+VAT=£198.58 ref: PRI 2534

ACCESSORIES STARTER KIT

SHEET FEEDERS

PRA 1200 1200D £71.38

PRA 1215 1240/224 Sw/24/24e £88.70

PRA 1228 1240/224 Sw/24/24e £42.00

SERIAL INTERFACES

PRA 1169 1200D £56.45

PRA 1209 1240/224 Swift 9 £32.25

PRA 1709 Swift 24/24e £26.38

PRA 1753 1240/224 Swift 24/24e £13.10

PRA 1242 1240/224 Sw/24/24e £24.03

PRA 1274 Swift 9/24x £30.66

ORIGINAL RIBBONS

RIB 3520 1200/Swift 9 Black £2.91

RIB 3949 Swift 9x Black £7.15

RIB 3924 1240/224 Sw/24/24e Black £4.20

RIB 3936 Swift 9/24/24e Colour £15.63

RIB 3248 PN48 Single Strike £3.61

RIB 3348 PN48 Multi Strike £3.61

COLOUR KITS

PRA 1236 Swift 9/24/24e £35.25

PRA 1240 Swift 9x/24x £35.25

PN48 ACCESSORIES

PRA 1148 PN48 Battery £51.70

PRA 1155 PN48 Cable Extn £7.00

PRA 1162 PN48 Car Adaptor £7.00

All prices include VAT and Free delivery.

FREE!

Worth: £25 +VAT=£29.38

To get you up and running with your new printer from Silica:

- 3 1/2" Disk - Amiga & ST Drivers

- 3 1/2" Disk - Drivers for Windows 3

- 2 Metre Parallel Printer Cable

- 200 Sheets of Continuous Paper

- 5 Continuous Envelopes

If you already own a printer, and would like to buy a kit, you may order one (ref: KIT 5500) for £24.95 - £5 off RRP!



SILICA SYSTEMS OFFER YOU

- **FREE OVERNIGHT DELIVERY:** On all hardware orders shipped in the UK mainland.
- **TECHNICAL SUPPORT HELPLINE:** Team of technical experts at your service.
- **PRICE MATCH:** We normally match competitors on a "Same product - Same price" basis.
- **ESTABLISHED 12 YEARS:** Proven track record in professional computer sales.
- **BUSINESS + EDUCATION + GOVERNMENT:** Volume discounts available for large orders.
- **SHOWROOMS:** Demonstration and training facilities at our London & Sidcup branches.
- **THE FULL STOCK RANGE:** All of your requirements from one supplier.
- **FREE CATALOGUES:** Will be mailed to you with offers and software/peripheral details.
- **PAYMENT:** By cash, cheque and all major credit cards.

Before you decide when to buy your new printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica Systems, we ensure that you will have nothing to worry about. We have been established for over 12 years and, with our unrivalled experience and expertise, we can now claim to meet our customers requirements with an understanding which is second to none. But don't just take our word for it. Complete and return the coupon now for our latest Free literature and begin to experience the "Silica Systems Service".

MAIL ORDER HOTLINE
081-309 1111

**SILICA
SYSTEMS**



MAIL ORDER: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-309 1111
Order Lines Open: Mon-Sat 9.00am-6.00pm No Late Night Opening Fax No: 081-308 0608

LONDON SHOP: 52 Tottenham Court Road, London, W1P 0BA Tel: 071-580 4000
Opening Hours: Mon-Sat 9.30am-6.00pm No Late Night Opening Fax No: 071-323 4737

LONDON SHOP: Selfridges (1st Floor), Oxford Street, London, W1A 1AB Tel: 071-629 1234
Opening Hours: Mon-Sat 9.30am-6.00pm Late Night: Thursday until 8pm Extension: 3914

SIDCUP SHOP: 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX Tel: 081-302 8811
Opening Hours: Mon-Sat 9.00am-5.30pm Late Night: Friday until 7pm Fax No: 081-309 0017

To: Silica Systems, Dept AMIAC 0192-55 1-4 The Mews, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND A CITIZEN COLOUR CATALOGUE

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

Tel (Home): Tel (Work):

Company Name (if applicable):

Which computer(s), if any, do you own? 55D

AND FINALLY...

ANOTHER COMPO!

Once again the And Finally page comes up trumps this month with a compo from Gabriel Scientific Consultancy Ltd. If you've never heard of them before, Gabriel is a computer users club with regular news packs jammed full to overflowing with news, tips, reviews and amazing features. Well let's get on with the show...

BECOMING A SPACE CADET

Gabriel Scientific Consultancy Ltd, a leading name in computer training and support, is sponsoring a new alternative computer club entitled The Space Academy.

The Space Academy is like no other user group or computer club as it moves away from the serious but boring side of business and home computing and takes a look at the industry from a lighter angle.

The emphasis in The Space Academy is definitely on being totally weird and crazy!

The Space Academy is the bottom rung of the ladder of the Federation's Space Fleet and is where normal computer folk become Space Cadets.

YOU DON'T READ AMIGA ACTION?

The Space Academy is open to all computer users of any age group and is essential for people with an interest in games, programming, comms and plenty more. Scholarships cost £25 per year.

Cadets receive a Space Academy T shirt, a Space Academy cap, the Official Federation Space Fleet Handbook and four quarterly bulletins entitled 'Urgent Communique from Space Fleet Command' and access to Space Fleet's Command Bulletin Board. Recruits also receive discounts on the services provided by Gabriel Scientific Consultancy Ltd.

HERE'S THE CATCH

Amiga Action, in conjunction with Gabriel, are offering five lucky readers free membership to the Space Academy for a year.

You'll receive all the info that regular subscribers get but you won't

Loads of Space Academy goodies up for grabs!



have to part with a single penny.

All we want you to do is answer three extremely 'spacey' questions. Answer all three correctly and send them to us at the address below and you could earn yourself the prestigious title of Space Cadet.

Send your entry, to reach us no later than 1st February to:

The Space Academy, Amiga Action, Europress Interactive Ltd, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP.

QUESTIONS:-

1. Who was the captain of the USS Enterprise in Star Trek?
2. What was the name of Han Solo's Wookiee friend in the Star Wars trilogy?
3. What's the best computer club around?

If you would like to contact Gabriel Scientific Consultancy Ltd, write to: 96 Wellington Rd South, Stockport, Cheshire, SK1 3UH or you can telephone 061 474 7350 or fax 061 474 7350. Ask for Mike Connor.

CREATED BY...

Europress Interactive Ltd, Adlington Park, Macclesfield, Cheshire, SK10 4NP
Tel (0625) 878888 Fax (0625) 876669

Editor: Steve White

Art Editor: Paul McIntyre

Assistant Art Editor: Marc Keating

Production Editor: Alex Lee

Production Consultant: Simon Kirrane

Staff Writers: Jason Simmons, Peter Lee, Alan Bunker

Coverdisk Editor: Doug Johns

Managing Director: Hugh Gollner

Advertising Department:
Tel (0625) 878888 Fax (0625) 876669

Group Advertising Manager:
Nadia Lawlor

Senior Advertising Sales Executive:
Nikki Taylor

Advertising Sales Executive:
Ian Kenyon

Production Manager:
Carolyn "And all the nice girls love a sailor!" Wood Tel (0625) 878888

Circulation Manager: David Wren

Systems Manager: David Stewart

Commercial Director: David Hirst

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Watch out for the February Issue.
On sale Thursday 16th January.

BYE, BYE JANE!

For those of you who read the magazine credits (above), you will have noticed that Amiga Action now has a new Art Editor. This is because Jane Gollner has decided it is time to move on to pastures new (in fact she's only moved across the office to work on Games-X!).

Jane was, of course, an instrumental figure in making Amiga Action the truly massive and visually stunning organ that it truly is, and we're certain that she can only help increase the success of Great Britain's leading computer games weekly.

We all wish Jane well in her new position and just hope that the Games-X staff can cope with Jane's particularly virulent and unpredictable strain of Bovine Spongiform Encephalopathy!

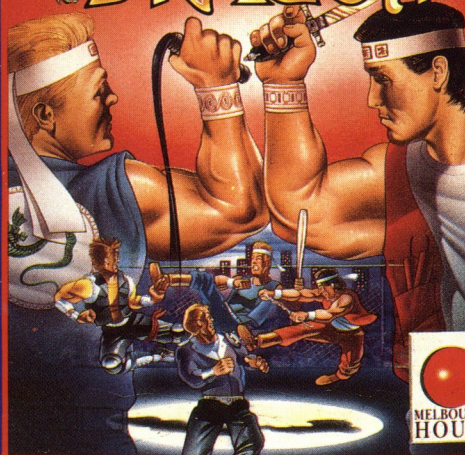
A POWERFUL TRIAD IN ONE
FORMIDABLE PACK

ADDICTED
to Fun

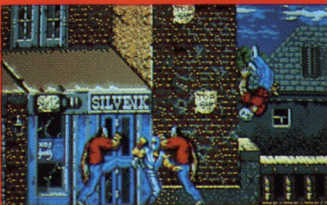
NINJA
COLLECTION

SHADOW
Warrior

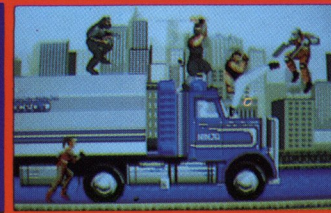
DOUBLE
DRAGON



DOES vs.
DRAGONNINJA



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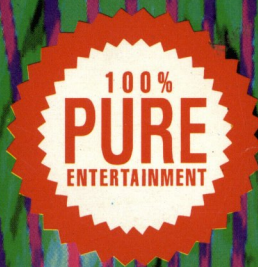


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 double dragon I



well? what are you waiting for?